

LOST RUINS OF ARNAK

SETUP

- Shuffle the Artifacts into a facedown deck, place on the top-left of the Game Board.
- Shuffle the Items into a facedown deck, place on the top-right of the Game Board.
- Place the Fear Cards faceup on the top-middle space on the Game Board.
- Place either the **BLUE** or **RED** Moon Staff on space 1.
- Deal 1 faceup Artifact Card to the left of the Moon Staff.
- Deal 5 faceup Item Cards to the right of the Moon Staff.
- Randomly place 1 Idol faceup on each Site.
- Randomly place 1 faceup and 1 facedown Idol on each Site.
- [2 PLAYERS: block all spaces] [3 PLAYERS: randomly block 3 spaces]
- Add a number of Temple Tiles to each stack equal to the player count.
- Place all Resources, shuffle facedown stacks of Site and Guardian Tiles, and 3 random faceup stacks of 5 Assistant Tiles, silver side up on the Game Board.
- Each player chooses a colour and takes:

- 1 Tent Token
- 2 Archaeologists - place on the Tent Token.
- 1 Notebook Token - place on the bottom of the Research Track.
- 1 Magnifying Glass Token - place on top of your Notebook Token.
- 1 random Leader and Board - complete any specific SETUP rules for your Leader.
- 4 Starting Cards - corresponding to your Leader.
- 2 Fear Cards - then shuffle your Deck, place facedown and draw a hand of 5 Cards.

- Randomly assign a first player, they take the Starting Player Marker.
- Gain Starting Resources as follows:

Player 1:
Player 2:
Player 3:
Player 4:

- Choose 1 of the 4 Research Tracks, place 1 faceup Research Tile on each Bonus Tile Space. Then do the following according to the particular Research Track:

2/3/4 Place a facedown stack with a randomly chosen selection of Research Tiles, equal to the player count.

3+ Only place a Tile in a 3/4 player game.

4 Only place a Tile in a 4 player game.

SNAKE TEMPLE

2/3/4 Deal 1 Assistant per player to the Assistant Rescue Space.

MONKEY TEMPLE

Draw Artifacts until you draw a Card that costs exactly and place it faceup on the Artifact space. Then reshuffle the Artifact Deck.

LIZARD TEMPLE

- Shuffle the 4 remaining Idols into a facedown stack beside the Row.
- Place 1 facedown Guardian Tile on the Guardian Tile space.

WATERFALL TEMPLE

- Place 1 Waterfall Tile on each of the leftmost spaces in the 2 Cataract rows.
- Stack a number of facedown Sites equal to the player count on the Hidden Site space.

TREE TEMPLE

Before placing Idols on Sites, place a randomly chosen, facedown stack of Idols, equal to the number of players on each of the 2 marked spaces.

GAME PLAY

The game is played over 5 Rounds. The game plays clockwise from the Start Player.

On your Turn you must perform 1 MAIN ACTION, and any number of FREE ACTIONS. **ONLY AT THE END OF EACH TURN:** refill any empty spaces in the Card row by sliding Artifact Cards right, and Item Cards left, then draw new Cards to fill the gaps.

MAIN ACTIONS

PLAY A CARD

- Move 1 Card **WITHOUT** a from your hand to your Play Area.
- Activate the main effect on the bottom half of the Card.

When you play an Artifact you also have to pay a Cost. If you play a Card effect that lasts the entire Round, it will last even if the Card is Exiled.

BUY A CARD



ARTIFACTS

- Spend the number of depicted on the bottom-left of 1 blue Artifact Card to the left of the Moon Staff.
- Move the Card to your Play Area. You may immediately resolve its main effect without paying the Cost.



ITEMS

- Spend the number of depicted on the bottom-left of 1 brown Item Card to the right of the Moon Staff.
- Place the Card facedown underneath your Deck.

DISCOVER

- Pay either 3 to Discover a Site, or 6 to Discover a Site.
- Pay the Travel Cost depicted beneath an Undiscovered Site in that Region.
- Move 1 Archaeologist from your Tent Token to the Site.
- Take the Idol(s), gaining its depicted reward.
- Place gained Idols facedown near your Player Board.
- Place the top Tile from the stack matching the Site faceup in the space on the Board.
- Gain the Reward(s) depicted on the Site Tile.
- Place the top Guardian Tile from the stack faceup on the Site Tile.

DIG

You may not Dig at an occupied Site, or a Site blocked in setup. You may only Dig if you have an available Archaeologist on your Tent Token.

- Pay the Travel Cost depicted beneath a Discovered Site.
- Move 1 Archaeologist from your Tent Token to the Site.
- Gain the Reward(s) depicted on the Site.

Travel Costs are paid by either discarding a number of relevant Cards, using a relevant Guardian Boon you've collected, or by discarding 2 Coins per Travel Icon.



You may always pay a Cost by spending a higher Travel Value. Excess Travel costs may still be used at any point before the end of your Turn.

RESEARCH

Your Notebook can never move to a Space above your Magnifying Glass. Multiple Research Tokens can share the same Space.

- Choose 1 of your Tokens to move up 1 level on the Research Track to a Space connected to your current Space.
- Pay the Cost depicted underneath the new Space.
- Move the Token to the new Space and gain the Row's Reward according to the Token moved. If there is a Bonus Tile collect it and immediately gain its Reward, then discard it (*you may take either Reward in any order*).

If you reach the Top of the Research Track with your Magnifying Glass (*a Notebook may never reach the top Space*) move your Token to the Space with the highest available score. Then take the stack of Bonus Tiles and choose 1 before returning the others.



Once you're at the Top of the Research Track you can use a Research Action to gain 1 Temple Tile. Each stack of Tiles has a particular combination of Costs according to the Cost(s) that line up with the stack.

OVERCOME A GUARDIAN



If you have an Archaeologist on a Site with Guardian you may Overcome it.

- Pay the Cost depicted on the bottom of the Guardian Tile.
- Place the Guardian Tile faceup near your Player Board.

PASSING

If you Pass you may no longer take any more Main Actions this Round. You may take any number of **FREE ACTIONS** on the Turn in which you choose to Pass.

FREE ACTIONS

You may take any number of the following **FREE ACTIONS** on your Turn, as well as your 1 MAIN ACTION. Free Actions are allowed inbetween the steps of your Main Action.

PLAY A CARD WITH AN IMMEDIATE EFFECT

- Move a Card **WITH** a from your hand to your Play Area.
- Activate the main effect on the bottom half of the Card.

MOVE AN IDOL TO A SLOT

- Move an Idol you've collected from a Discover Action to any available Idol Slot on your Player Board.
- Gain any 1 of the depicted Rewards. A blue idol slot offers a blue Idol effect in addition to any usual depicted Rewards.



USE A GUARDIAN'S BOON

- Gain the Reward depicted in the top-right of a faceup Guardian in your Player Area.
- Flip the Guardian Tile facedown.

USE AN ASSISTANT

- Exhaust an available Assistant on your Player Board by turning it sideways.
- Gain the Reward depicted on the Tile.



This Assistant doesn't have a icon, so counts as your **MAIN ACTION** for this Turn.

ONCE ALL PLAYERS HAVE PASSED - SETUP FOR NEXT ROUND

- Return all Archaeologists back to each player's Tent Token.
- If you took back from a Site with a Guardian, add 1 Fear Card to your Play Area.

If it's Round 5, now proceed to **END GAME** otherwise:

- Any Cards left in your hand may either be discarded to your Play Area or kept.
- Shuffle all Cards in your Play Area and place underneath your Deck.
- Refresh all players' Assistants.
- IF USING **BLUE MOON STAFF**: trash the Item and Artifact Card either side of it.
- IF USING **RED MOON STAFF**: trash the 2 Item and 2 Artifact Cards closest to it.
- Slide the Moon Staff 1 space to the right.
- Slide the Artifacts to the right, and the Items to the left, then draw new Cards to fill the gaps.
- All players draw back up to 5 Cards in their hand.
- Pass the Start Marker to the left.

END GAME

Score as follows:

- Each Research Token scores based on its current Row.
- Gain VP from Temple Tiles.
- Gain 3 VP per each Idol.
- Gain VP from any empty Idol Slots
- Gain 5 VP from each overcome Guardian.
- Gain VP from each Item and Artifact Card.
- LOSE -1 VP for each Fear Card, and -2 VP for each Fear Tile.

The player with the most VP wins. Ties are broken by position on the Research Track.

SNAKE TEMPLE

 Rescue 1 Assistant from those on the Research Track. The Assistant you gain is exhausted.

MONKEY TEMPLE

 Use the effect on the Silver side of any 1 Assistant on the Supply Board. Then place it on the bottom of its stack.

 It's possible to gain a 2nd Bonus Tile here when your Notebook reaches this space.

 If your Magnifying Glass is on this space, you may activate the Artifact without paying its cost.

WATERFALL TEMPLE

 Draw 1 Card from the bottom of your Deck to your hand.

 Your Magnifying Glass can take this shortcut and move directly to the Temple. Pay the Idol cost by returning 1 of your Idols not in a Slot to the box.

 Your Magnifying Glass only can move to the Hidden Site (*your Notebook must take the path on the right*). Choose and activate 1 of the Site Tiles, then return it to the bottom of the regular Site stack.

 Each time the space above a Waterfall Tile is Researched, slide the Tile over the cost just paid in order to reveal the previously covered cost.

LIZARD TEMPLE

 When a player reaches this space, flip the Guardian Tile faceup. No player's Token may advance beyond the Guardian until it has been Overcome. You can Overcome the Guardian if at least 1 of your Tokens is on this Row.
AT THE END OF THE ROUND: gain 1 Fear for each of your Research Tokens on the Row with the Guardian Tile.

 Activate any unoccupied level Site. Then return the Site Tile, and any Guardian Tile on it, to the box. Flip the top Tile of the leftover Idols stack and place it faceup where the Site was. It is now possible to Discover a New Site again at that Location.

 Either gain 1  or 1 .  Pay the Idol cost by returning 1 of your Idols not in a Slot to the box.

TREE TEMPLE

 When you reach an Idol Chamber with your Magnifying Glass, you may place 1 of your unused Idols in 1 of the slots in that space in order to gain the slot's reward. Players who later arrive at this space will only be able to use any empty slots.

 When you reach an Idol Chamber with your Notebook, look through the Idols in the stack, select 1, gain its reward and the Idol itself, then return the others facedown.

 When you place an Idol here you may buy an Item with a discount of 2  . Then you may draw a Card from the bottom of your deck (*meaning you may immediately draw the Card just bought*).

 As part of this cost you must Exile an Artifact Card from your hand or your play area.

 If 1 of your Research Tokens is on this Row, you can use a Research Action to gain 1 Bronze 2 VP Tile.

 If 1 of your Research Tokens is on this Row, you can use a Research Action to gain either 1 Bronze 2 VP Tile, or 1 Silver 6 VP Tile.

     Gain the indicated Resources.
Resources are unlimited.

 **A FREE ACTION.**

 Draw 1 Card from your Deck into your hand.

 Move 1 Card from your hand to your play area.

 **EXILE:** Trash 1 Card (*or 1 Fear Tile*) from your hand or play area back to the box.

 Exile 1 Artifact Card from your hand or play area back to the box.

 Add 1 Fear Card from the Main Board to your play area. If there are no Fear Cards left, gain 1 Fear Tile instead.

 Draw and evaluate 1 Encounter Card from the indicated Chapter.

 Gain 1 Artifact Card to your play area for free. You may immediately resolve its effect for free.

 Gain 1 Item Card for free. Place it on the bottom of your Deck.

  Buy 1 Item or 1 Artifact Card with the indicated discount.

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

 Take the indicated Card and place it on top of your deck without resolving the Card's effect.

 Activate any  Site.

 Activate any discovered level  Site.

 Activate any discovered level  Site.

   Make 1 of these trades:

 Take 1 Dig or 1 Discover Action.

 Use the effect of any 1 faceup Idol on the Game Board.

 **IDOL EFFECT:** Gain 1 Bronze 2 VP Temple Tile from any of the 3 stacks.

 Gain 1 Assistant.

 Upgrade 1 of your Assistants and refresh it.

 Either gain 1 Assistant, or Upgrade 1 of your Assistants and refresh it.

 You may refresh 1 Assistant you own.

 You may refresh up to 2 different Assistants you own.

 Use the effect on the Silver side of any 1 Assistant on the Supply Board.

 Use the effect on the Gold side of any 1 Assistant on the Supply Board.

 Use the effect on the Silver side of any 1 Assistant on the Supply Board, then move it to the bottom of the stack.

 Exhaust 1 of your Assistants without gaining its ability, instead gaining the depicted reward.

 You may Overcome 1 Guardian for free on a Site where you have an Archaeologist.

 You may flip 1 Guardian you've Overcome that is currently facedown, faceup to make it available again.

 Flip 1 unused Guardian you've Overcome facedown without gaining its Boon.



ADDITIONAL SETUP

- Set up the game as normal for 1 more player than the player count.
- Make sure all components with the icon are separated.
- Follow Chapter specific **SETUP** rules.
- Each player chooses an Expedition Leader and may individually adjust their difficulty level; Student Mode for an easier experience, or Arnakologist Mode for harder.
- Do not block any spaces with Blocking Tiles.
- 2 PLAYERS:** each player starts with 1 Pigeon.
- The Rival is treated as another player, she plays red and begins last in play order. Set out the red Player Board on the Rival side, 6 red Archaeologists, and the red Magnifying Glass on the starting space.
- Create the Rival's Action stack by shuffling together the 5 uncoloured Action Tiles with the 5 red Action Tiles into a facedown stack. Keep all the Rival Action Tiles oriented with the dark edge at the bottom.

ADDITIONAL GAME PLAY

The Campaign is 6 Chapters long, and is designed for 1 or 2 co-op players. Play with the standard rules against the Rival, following any Chapter specific rules.



When you resolve an Encounter Card, perform 1 of its 2 options.

The effect can be saved to perform later; keep the Card next to your Board for future use. Unless the chosen option has a icon, it counts as your Main Action for the Turn on which it is used.

2 PLAYERS: a effect can be used by either player.

When you meet a Chapter's requirements for an Item or Artifact Card, gain the Card on the top of your deck, do not resolve any of the Card's effects at this time.

2 PLAYERS: choose which player gains the Card.

ADDITIONAL FREE 2 PLAYER ACTION

PLAY A PIGEON

2 PLAYERS: On your Turn, give an available Pigeon Token to your partner with 1 Resource Token (, , , ,). Or your partner may give you 1 of their available Pigeon Tokens on your Turn with 1 Resource Token.

Once a Pigeon Token is used, flip it facedown, it may not be again this Round.

RIVAL'S TURN

- Turn up the Rival's top Action Tile and place it beside the Action stack.
- Resolve the Action. If the situation makes the Action impossible, the Rival does nothing on this Turn. When the Rival has to choose between 2 or more things, she always chooses the leftmost or the rightmost, depending on whether the arrow on top of the Rival Action stack is pointing left or right. Decisions on the final Action Tile are decided by the arrow on the Tile at the bottom of the used Action Tiles pile.



The Rival doesn't pass until she has played all 10 Action Tiles, even if all players have already passed.

The Rival doesn't gain or spend Resource Tokens, and never gains Fear Cards.



This symbol means that the Rival does nothing if this Tile is drawn in Round V.

RESEARCH



- Advance the Rival's Magnifying Glass to the next row. If you need to choose a space, use the decision arrow. If there is a Research Bonus Tile there, remove it from the game. If it's the Lost Temple space, remove the top Tile from the bonus stack. If the Rival cannot advance because she has already reached the Lost Temple, she gains a 6 VP Temple Tile instead; use the decision arrow to choose the left or right stack if both still have Tiles.
- Remove the topmost Assistant from the highest stack on the Supply Board from the game. If stacks are tied, use the decision arrow.

SNAKE TEMPLE: When the Rival's Token reaches the Assistant rescue space, they also discard the topmost Assistant on that space, in addition to the Assistant they remove from the Supply Board.

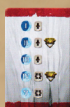
DIG AT A SITE



Look for an available Site offering the depicted Resource and place a Rival Archaeologist on it. If there are multiple such Sites, a Site in a higher row is preferred over a Site in a lower row.

Between Sites in the same row, choose the furthest left or right Site, determined by the decision arrow.

DISCOVER A NEW SITE



Discover a new Site, of the depicted type depending on the Round. If there are multiple undiscovered Sites, give preference to the bottom-most available row, then use the decision arrow to choose furthest left or right.

- Place 1 Rival Archaeologist on the chosen space.
- Move the Idol Token(s) to the Rival's Board. If the faceup Idol is one they don't have yet, place it faceup on the corresponding space. If it is a duplicate or is a facedown Idol, place it on the space on the right labelled '-1'; multiple Idols can stack on this space.
- Place a Site Tile on the newly discovered Site. The Site gains a Guardian only in certain Rounds, as indicated on the Action Tile.

OVERCOME A GUARDIAN



If there is a Guardian on a Site occupied by the Rival, move it to the Rival's Board. If there are multiple such Sites, give preference to the bottom-most available row, then use the decision arrow to choose furthest left or right.

If there are no such Sites the Rival Researches instead, but does not take an Assistant from the supply board.

SNAKE TEMPLE: The Rival rescues an Assistant if they reach that space.

BUY AN ITEM/ARTIFACT



The Rival gains the Item/Artifact with the lowest point value.



The Rival takes the highest. Break ties with the decision arrow.

Place the Card on the Rival's Board then refill the Card row.

ONCE ALL PLAYERS HAVE PASSED - SETUP FOR NEXT ROUND

- Return all Archaeologists back to each player's Tent Token.
- If you took back from a Site with a Guardian, add 1 Fear Card to your Play Area.

If it's Round 5, now proceed to END GAME otherwise:

- Any Cards left in your hand may either be discarded to your Play Area or kept.
- Shuffle all Cards in your Play Area and place underneath your Deck.
- Refresh all players' Assistants.
- IF USING BLUE MOON STAFF:** trash the Item and Artifact Card either side of it.
- IF USING RED MOON STAFF:** trash the 2 Item and 2 Artifact Cards closest to it.
- Slide the Moon Staff 1 space to the right.
- Slide the Artifacts to the right, and the Items to the left, then draw new Cards to fill the gaps.
- All players draw back up to 5 Cards in their hand.
- Flip used Pigeon Tokens faceup.
- Return all Rival Archaeologists to their Board, the Rival does not gain Fear Cards.
- Shuffle the Rival's Action stack facedown.
- Pass the Start Marker to the left, include the Rival as a potential recipient.

END OF A CHAPTER

If you accomplished the Chapter's goal, you win; read the special story text at the end of the Chapter.

IF YOU LOSE: you can either replay the Chapter, or you can choose to accept the loss by reading the alternative ending with a penalty that applies to the next Chapter.

IF YOU WIN (OR IF YOU CHOOSE TO ACCEPT A LOSS): record the story symbols from your Achievements and Encounter Cards by marking them on the Campaign Sheet. Each path starts at the centre of the Campaign Sheet and moves out.



When you mark a symbol, you must either mark it at the beginning of its path or at the continuation of an existing marked path.



This is "wild" symbol. Decide which symbol's path to mark with it.



Certain spaces on each story path are marked as plot points. If you reach a plot point, record its number below that Chapter's score box, then look it up in the back of the book. Each plot point gives you a Card. You will start the next Chapter with this Card on the bottom of your deck.

2 PLAYERS: either player may start with this Card.

After you reach the end of a path, any extra story symbols of that type count as

IF YOU WIN SCORE AS FOLLOWS:

- Each Research Token scores based on its current Row.
- Gain VP from Temple Tiles.
- Gain 3 VP per each Idol.
- Gain VP from any empty Idol Slots
- Gain 5 VP from each overcome Guardian.
- Gain VP from each Item and Artifact Card.
- LOSE -1 VP for each Fear Card, and -2 VP for each Fear Tile.

2 PLAYERS: combine your scores then divide by 2.

The Rival scores VP for the position of her Magnifying Glass, Temple Tiles, overcome Guardians, and gained Cards. She scores 3 VP for each unique, faceup Idol. The Idols in the -1 stack each score her 2 VP.

Subtract the Rival's score from your score to get your Chapter score (this might be negative although this does not affect your win condition). Record your score on the score sheet.

If you choose to accept a loss, do not count your score; your Chapter score is -10.

LEADERS



THE CAPTAIN



You have 3 Archaeologists, gain the extra grey Archaeologist.



Once per Round you may place 1 of your available Archaeologists on this space to activate the Silver effect of any 1 Assistant on the Supply Board. **This does not count as a "placed" Archaeologist, and it can't be removed till the end of the Round.**



Use this Card's effect according to the number of Archaeologists you've "placed". You may chose either the corresponding row or any above it.



THE FALCONER



ADDITIONAL SETUP

Place the Eagle Token on the Eagle's starting space.



Advance your Eagle 1 space along the Track. Once the Eagle is on the final space of the Track advancing the Eagle has no effect.



The Eagle automatically moves to the next space at the start of each Round.



You may use a Guardian's Boon to instead advance the Eagle.

On your Turn you may use the effect of the Eagle's current or any previous space, then return the Eagle to the start of the Track. The first 2 effects are **FREE ACTIONS**. The final 2 spaces are **MAIN ACTIONS** and allow you to Activate any discovered Site of the depicted level.



Use this Card's effect according to the number of Guardians you've overcome. You may chose either the corresponding row or any above it.



THE BARONESS



ADDITIONAL SETUP

Place Coins from the supply on the II, III, IV, and V spaces above the Card Row.



Start the game with Special Delivery in your hand plus your starting hand of 4.



At the beginning of each Round other than Round 1, gain the Coin from the corresponding space.



Special Delivery **ALWAYS** goes back into your hand at the end of the Round.



Use this Card's effect according to the number of Item Cards in your play area. You may chose either the corresponding row or any above it.



THE PROFESSOR



ADDITIONAL SETUP

Draw 3 Artifacts, place them faceup next to your Player Board. This is your "Archive".



Take the Suitcase Token, place it next to your Archive.



Place the corresponding Resources from the supply on the II, III, IV, and V spaces above the Card Row.



At the beginning of each Round other than Round 1, gain the Resource from the corresponding space and place it on your Suitcase. on your Suitcase can only be used to buy Artifacts. on your Suitcase can only be used to pay an Artifact's play-from-hand cost.



When you buy an Artifact you may choose to buy from your Archive. The 1st time your Archive is empty, gain 1 on your Suitcase and refill your Archive. It will only be refilled once per game.



Use this Card's effect according to the number of Artifact Cards in your play area (including Artifacts spent for their Travel Value). You may chose either the corresponding row or any above it.



THE EXPLORER



ADDITIONAL SETUP

You only have 1 Archaeologist, leave the other 1 in the box.



Place on space III above the Card Row. Place on your Player Board.



You can reuse your Archaeologist by placing a facedown Snack Token on the Site it leaves. Your Snack Tokens return to your Player Board at the end of the Round.

- 2 of your Snack Tokens require a cost to be used.
- The Explorer cannot move back to a Site marked by a Snack Token.
- Your 3rd Snack Token is available from Round 3 onwards.
- If you use a Snack Token to leave a Site with a Guardian, you don't gain Fear.



You must place 1 of your Snack Tokens on this Card to activate this effect.

Scouting

The Site Tile you discard is placed on the bottom of the stack.



THE MYSTIC



This Idol Effect counts as your MAIN ACTION for this Turn.



ADDITIONAL SETUP

Whenever you draw a full hand (including in **SETUP**) add 1 Fear Card to your hand. Ignore if the Fear Deck is empty.



Perform 1 of the 3 Rituals as your Main Action. Discard the depicted number of Fear Cards/Tiles from the Ritual Pile on your Player Board back to the Fear Deck.



Whenever your Exile a Fear Card or Fear Tile, place it on the Ritual Pile on your Player Board.



If you use an Idol Slot marked by , gain 1 Fear Card to your Play Area.



THE JOURNALIST



ADDITIONAL SETUP

Place 1 Article Token below each and Site on the Game Board. Place 2 Article Tokens [2 PLAYERS: place 3 Article Tokens] in the notches at the top of your Board.



Place 2 random Newspaper Tiles, each on a random side in your Board.



When Researching your Notebook is allowed to move up to 1 row higher than your Magnifying Glass (but no further).



As a Free Action you may "Write" an Article at a Site where you have an Archaeologist. Pay 1 of the Travel values shown at that Site. Extra Travel values are not lost until the end of your Turn; so if you've paid excess Travel values previously you may use these to Write the Site's Article.



The Featured Articles in the top notches of your Board can only be Written by using your 'Investigation' Card.



Written Articles can be spent on the Actions depicted on your Newspaper Tiles. To use a Newspaper Action, place a Written Article on it to "Publish" it. That Action and Article cannot be used again.

Unless a Newspaper Action has a , it counts as your Main Action for this Turn.

You must fill the top row on each Newspaper Tile, before using the Actions of the row beneath it, and so on for the bottom row.



Using all 4 top row Actions on both Newspaper Tiles unlocks that row's blue Idol slot, with the same being true for the 4 Actions in the middle row.



Use this Card's effect according to the number of Articles you've "Written" (Published or not) on your Board. You may chose either the corresponding row or any above it.



THE MECHANIC



ADDITIONAL SETUP

Turn the Machine till the centre arrow points up.



Shuffle the 8 Gold Widgets facedown, and divide into 4 pairs. Keep 1 pair facedown beside your Board for your 'Teamwork' Card.



Place the other 3 pairs facedown on spaces I, III, and V of the Card row.



Place the 'Rusty The Monkey' Assistant on space III of the Card row.



After drawing Cards at the beginning of Rounds I, III, and V; reveal that Round's Gold Widget pair. Choose 1 and place it in any empty space in your Machine.



Rotate the Wheel 90° clockwise, then choose 1 Silver Widget effect between the 2 on the right.



Rotate the Wheel 90° clockwise, then check the Gold Widget space on the right:



If the Gold Widget space is empty, choose 1 Silver Widget effect between the 2 on the right.



If the Gold Widget space is occupied, choose either the effect of that Gold Widget, or both adjacent Silver Widget effects on the right.



Gain the 'Rusty The Monkey' Assistant at the beginning of Round III. This Assistant can be gained in addition to 2 other Assistants. Rusty can be used and refreshed like any other Assistant, but he cannot be replaced, exchanged, or discarded by any effect.



Use this Card's effect according to the number of Gold Widgets you have in your Machine. You may chose either the corresponding row or any above it.