



LOST RUINS OF ARNAK Procedures

All games of Lost Ruins of Arnak at the World Series of Board Gaming will be played using the Bird Temple side of the board.

A WSBG official will randomize and place the assistant tiles before players arrive at their assigned table. Players should *NOT* address these tiles prior to gameplay. Before play begins, all players should confirm that all other components are complete.

Setup and gameplay will proceed normally and according to the rules, except as noted below:

SETUP:

The player in Seat One should randomize all necessary tokens and tiles (except the assistant tiles, which have already been randomized) and the player in Seat Two should shuffle any cards needing randomization. Any player has the right to shuffle/cut/randomize further if desired.

At this point, all players should confirm that all game components are in their proper starting positions.

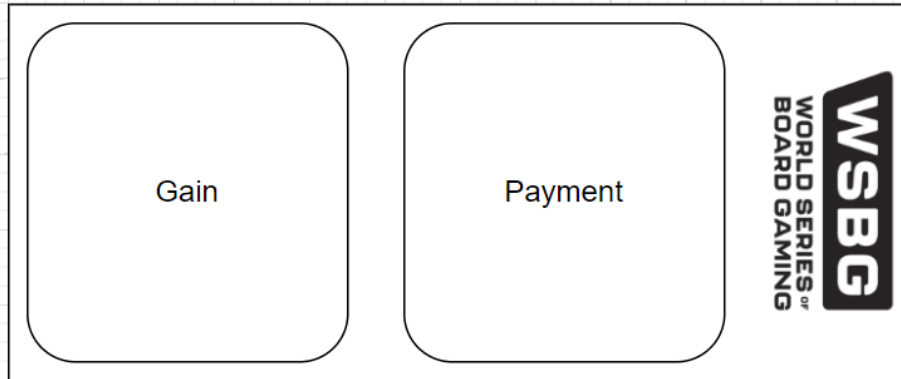
The player in Seat One has been randomly determined and will begin play. Starting bonuses should now be distributed accordingly.

GAMEPLAY:

Player boards, number of cards in hand, resources, and played cards should *ALWAYS* remain neat and in plain view of all other players.

NOTE: It is important that all players be as transparent as possible with their gameplay. Be deliberate in your actions and announce what actions you are taking, so that each other player has a chance to confirm its legality.

A transaction board will be used to clearly indicate resources gained and payments made. Nothing should be placed on your player board without first being placed on the transaction board, so that all players may confirm the legality of the acquisition. *This includes any and all free action exchanges.*



After a transaction is completed, the transaction board should be cleared.

When a player passes during a turn, they should turn their transaction board over to indicate that they are no longer an active player for that turn.

An Active Player card will be used to show whose turn it is and should be passed to the next player still in the round to signal an official end to their turn.

Before beginning a new round, all players should confirm correct cleanup and replenishment of the board. Each player should have a neighbor cut their shuffled cards before placing them on the bottom of their deck. All transaction boards should be turned face up and the Active Player card should be taken by the new starting player.

SCORING:

All scoring should occur one player at a time, beginning with the player in Seat One. Each player should confirm the accuracy of the recorded score.

The player with the highest victory point total will advance. Tiebreakers are resolved in the following order:

- 1) Tying player who reached the Lost Temple first
- 2) Tying player with the highest research score
- 3) Tying player with the most gathered idol tokens (used and unused)
- 4) Tying player with the most fear cards
- 5) Tying player who defeated the most guardians
- 6) Tying player in the highest-numbered starting position (Seat 4 in a four-player game)

