
Lost Ruins of Arnak: Cooperative Mode

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LOST RUINS OF ARNAK: COOPERATIVE MODE

1.1 Preface

This is a set of rules I designed to make Lost Ruins of Arnak cooperative.

There are only 18 cards total needed (and included here):

1. 4 Player Character cards
2. 14 Shadow Creature Motivation cards

The win condition changes depending on the two Shadow Creature Motivation cards drawn: the players must cooperatively satisfy the conditions of BOTH motivation cards to win.

1.2 Introduction

Some strange, shadowy creatures have been spotted in major metropolitan areas across the globe! These strange creatures, dubbed “The Shadow Creatures” have been dealing chaos, havoc, and damage everywhere they appear! What do the Shadow Creatures want? What are their motivations?

With the world in chaos, major governments have shared all their intel on the Shadow Creatures. Synthesizing this collective intel, the world’s top researchers have gleaned that the Shadow Creatures have some connection to the Lost Ruins of Arnak. But what is that connection?

The answer lies nears the site of the Lost Ruins of Arnak! The researchers must travel there to find the answer! Using research, exploration, smarts, and a little luck, the researchers will work together to discover the Shadow Creatures motivations and the appropriate response!

Can the researchers figure out the Shadow Creatures motivations before time runs out and the Earth is destroyed? Can YOU help them?

To win the game, players must together discover and satisfy the Shadow Creature Motivations to save the Earth!

1.3 Set-up

1.3.1 Character Set-Up

At the beginning of the game, each player (randomly or deliberately) gets a Character card. Each Character has a special ability he/she can use once per round. Character cards are like assistants: exhaust and refresh Character cards just like assistants. At the start of the game, all Character cards start refreshed (they will exhausted when used and refreshed at the start of each round).

1.3.2 Board Set-up

Randomly draw, but do not look at, two Shadow Creature Motivation cards. Place one Motivation card (face down) on the round 4 space and one Motivation card (face down) on the round 5 space (where the Moonstaff would go to denote rounds 4 and 5).

At the start of round 4, you will reveal the first Motivation card and at the start of round 5, you will reveal the second Motivation card.

These Shadow Creature Motivation cards represent the “win” conditions for the game! To win, BOTH Shadow Creature Motivation cards must be satisfied to win the game!! Take a look at a few of the cards you DIDN'T use to get a sense of what these cards are.

The cooperative game game (usually) has no use for Victory Points: it's all about collectively discovering and satisfying the Shadow Creature Motivations.

1.4 Game Flow

Overall, the cooperative rules don't change the game much; the cooperative mode changes the win conditions and adds a few rules. Note that Victory Points no longer matter (in general).

In the beginning, the cooperative game of The Lost Ruins of Arnak plays very much like the base game, where players explore, research, and gather resources fairly independently. Near the end of the game, players will need to be collaborating closely to win.

1.4.1 Share Resources

Share Resources at The Start Of A Round

At the start of a round, players may share/trade ANY resources (gold, compasses, tablets, arrowheads, gems, Idols, and Guardians) except for cards and workers.

Note that this sharing is ONLY at the start of a round (the day)! Thematically, the researchers get together at the start of the day to share their research, but go out separately to explore and research!! They are no longer together to share!!!

Hint! Be especially cognizant of this sharing at the start of round 5: that's likely when you'll need it the most!

“At the start of the day, the researchers get together and share what they've learned throughout the day”.

NOTE: You must share before you look at your cards at the start of the round.

1.4.2 Research Motivations

If players wait until the start of the 4th or 5th round to see the Shadow Creature Motivation cards, they may be unlikely able to satisfy the conditions on those cards. There is a mechanism to flip the Motivations face-up early, but it is not easy. You may add Research Tokens (either a gold or compass) to Motivation cards to flip them up early: you can “Research Motivations”!!!

If you add *1 Research Token Per Player* to Motivation Card 1 (on space 4), you may flip it as soon as you placed the last token.

If you add *2 Research Tokens Per Player* to Motivation Card 2 (on space 5), you may flip it as soon as you placed the last token.

“We must discover the motivations early!”

How do Players Research Motivations?

On your turn, you may play a research token when you do any of the following on your turn:

1. *Field Work*: Anytime you “Discover a New Site”, you may discard a gold or compass (from your supply) to place a research token
2. *Double-Check Your Work*: Whenever your Journal meets your Magnifying glass on the research track, you may discard a gold or compass (from your supply) to place a research token.
3. *Grad Student*: You may tap your assistant (for free, no gold or compass) to place a research token: this is in place of your assistant’s normal ability. An upgraded assistant allows you to put 2 research tokens on a motivation card!
4. *Peer Review*: If your Magnifying Glasses ever meets a Magnifying glass of a different color on the research track, you may discard a gold or compass (from your supply) to place a research token.
5. *Dissection Research*: You may destroy an Idol to put 2 research tokens on a Motivation card.
6. *Hard Work*: You may exile a card with Victory Points on it, and place that many Research Tokens on a Motivation card.

For ease of play, you can use either compasses or gold tokens (or both) to represent Research Tokens. Note, there’s no limit to the number of Research Tokens one player can place on a Motivation card to flip it.

For example: In a 3-Player Game, players need to collectively place 6 Research Tokens on Motivation Card 2 to flip it.

1.4.3 Extensions

For an easier game, move the Motivation cards up so they are revealed earlier: on rounds 3 and 4.

For a harder game, move the Motivation cards so they are revealed later: on rounds 5 and 6! Yes, there’s no round 6, which means you would have to reveal it using Research to see it before the end of the game!

For a simpler game, ignore the Research Motivations rule and simply reveal on rounds 3 and 4.

For a different solo game, use the cooperative rules with 1 character: the cooperative rules scale for 1 to 4 players. (You can also play solo by playing two characters for a harder game).

1.4.4 Contact

This is the first pass at some cooperative rules. If you have any comments or thoughts, please contact me at return-from-subroutine@gmail.com

1.5 Cards

Included on the next 2 pages are the cards for the cooperative mode. Print them out on card stock and cut them out. Note that they are just 1-sided! There should be 18 cards total: 4 character cards and 14 Motivation Cards.

<i>SHADOW CREATURE MOTIVATION</i>	<i>SHADOW CREATURE MOTIVATION</i>	<i>SHADOW CREATURE MOTIVATION</i>
<p>Rapacious:</p> <p>The Shadow Creatures want to mine Earth's Resources! To prevent this, all explored sites MUST have a Guardian on them before Game End. As a main action, players may place a previously overcome guardian on an explored Location: they must pay the original overcome cost to place them.</p> <p>"Defend the Ruins!"</p>	<p>Warlike:</p> <p>The Shadow Creatures want war! To defend against them, the researchers need to befriend as many Guardians as possible! Each player needs 3 used Guardians or 2 unused Guardian (by Game End) each to ward off the Shadow Creatures.</p> <p>"We must defend ourselves!"</p>	<p>Scared Young:</p> <p>The Shadow Creatures are just younglings who are causing havoc because they are scared kids. As a group, the players must have 1 Gem, 1 Arrowhead, 1 Tablet and 2 Gold Coins (per player) to keep the kids "entertained" at Game End.</p> <p>"Oh! Shiny!"</p>
<i>SHADOW CREATURE MOTIVATION</i>	<i>SHADOW CREATURE MOTIVATION</i>	<i>SHADOW CREATURE MOTIVATION</i>
<p>Fear Vampires:</p> <p>The Shadow Creatures feed on FEAR (cards)! All players must exile all Fear cards from all hands, decks, and discards, by Game End in order to win.</p> <p>"Do not give into the Fear!"</p>	<p>Explorers:</p> <p>The Shadow Creatures are explorers like ourselves. They simply want to take back items of cultural interest back to their museums. All players must discard 3 Items FROM THEIR HAND on the last round to satisfy the Shadow Creature interests.</p> <p>"They are anthropologists!"</p>	<p>Reclaimers:</p> <p>The Shadow Creatures "technology" (the artifacts) have been scattered across the stars! They simply want to reclaim what is theirs! All players must discard 3 Artifacts FROM THEIR HAND on the last round to satiate the Shadow Creatures.</p> <p>"Give them back!"</p>
<i>SHADOW CREATURE MOTIVATION</i>	<i>SHADOW CREATURE MOTIVATION</i>	<i>SHADOW CREATURE MOTIVATION</i>
<p>Trapped:</p> <p>The Shadow Creatures are stranded in our dimension and they just want to return home. To open the dimensional gate, each player must discard 3 Gems at a different discovered site on the last round to open the gate back.</p> <p>"The Gems open the gates!"</p>	<p>Confused:</p> <p>The Shadow Creatures don't understand the humans: they can't conceive that their actions are hurting us. The researchers must explore the Lost Temple and pay for one of each Temple tile (11, 6, and 2) as Rosetta stones for communicating with the Shadow Creatures. Once the researchers have these, they can communicate with the Shadow Creatures to divert tragedy.</p> <p>"The temple tiles are key!"</p>	<p>Xenophobic:</p> <p>The Shadow Creatures want nothing to do with us. They ask us to cover all explored sites so we will now deal with them. All sites must be covered by Game End. Instead of Digging at a site, use your archeologist to cover the site for the cost of 1 compass and 1 arrowhead: your archeologist must still be able pay the travel cost to travel there before he can cover it.</p> <p>"We will stay out of their way."</p>

<i>SHADOW CREATURE MOTIVATION</i>	<i>SHADOW CREATURE MOTIVATION</i>	<i>SHADOW CREATURE MOTIVATION</i>
<p>Librarians:</p> <p>The Shadow Creatures are scholars looking to collect information for their libraries. As a group, the players need to have 4 tablets per player to give to the Shadow Creatures to satisfy their curiosity.</p> <p>"They want books!"</p>	<p>Advanced:</p> <p>The Shadow Creatures will only deal with advanced creatures. All basic cards must be exiled from all players hands, decks, and discards or the players lose. Once this card is revealed, an Exile action will exile N cards across all players (where N is the number of players).</p> <p>"We must be advanced!"</p>	<p>Cultural Exchange:</p> <p>The Shadow Creatures want to take some of your people back to the home world to learn from. Each player must sacrifice two upgraded (gold) assistants and 2 Guardians each to attend the Shadow Creatures homeworld.</p> <p>"I mean, they are only grad students..."</p>
<i>SHADOW CREATURE MOTIVATION</i>	<i>SHADOW CREATURE MOTIVATION</i>	<i>Character</i>
<p>Skybound:</p> <p>The Shadow Creatures can only communicate when airborne. All players need to be able to generate 3 airplanes worth of travel on the last turn to fly with the Shadow Creatures to gain their respect.</p> <p>"We must fly!"</p>	<p>Holy Symbol Reclamation:</p> <p>The idols are Holy Symbols and must be given back to the Shadow Creatures. Each player must have 3 Idols (unused) on the last round to give to the Shadow Creatures so they will go away.</p> <p>"Return!"</p>	<p>Allison "Inspire!" Ewing:</p> <p>Allison is good at inspiring her assistants. Once per round, Dr. Ewing may spend a gold or compass to refresh an assistant.</p> <p>"Inspire!"</p>
<i>Character</i>	<i>Character</i>	<i>Character</i>
<p>Charlie "Skyking" Cooper:</p> <p>Charlie loves to fly and has his own airplane! Once per round, Charlie may generate a free airplane (for travel or other purposes).</p> <p>"Skyking!"</p>	<p>Andrew "Moneybags" Smith:</p> <p>Andrew is independently wealthy. Once per round, Andrew gets 1 free gold.</p> <p>"I love GOOLLD!"</p>	<p>Sam "Dealmaker" Kerns:</p> <p>Sam is the king of deals! Once per round, Sam may either buy two items or artifacts at a cost reduction of 1 OR Sam may buy 1 item or artifact at a cost reduction of 2.</p> <p>"Deal!"</p>