

# LOST RUINS OF ARNAK

## SURPRISE SHIPMENT

### Using This Expansion

The following components can be added to the base game immediately. They are compatible with all Lost Ruins of Arnak expansions.



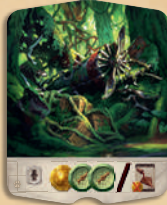
30 artifacts



20 items



2 level  site tiles



1 replacement site tile

 All components from this expansion are marked with this symbol.

## New Sites



Both of the  site tiles in the *Surprise Shipment* feature this icon. To perform this effect, take back one  from one of your idol slots. Both the idol and the slot it occupied are now available for use again.

**Tip:** Using an idol is a  free action! If you haven't used any of your idols, you can do so before you perform this effect. You can even use the idols you gained from discovering these sites!

# Replacement Site



The  site tile in this expansion replaces the crashed plane site from the base game.

If you have *The Missing Expedition* expansion, you can continue using the original tile in the campaign if you prefer, but it isn't necessary to do so. The updated version will make some chapters a little easier.



## DESIGNERS' NOTE:

*We improved the effect based on a larger sample of playtest data to ensure better game balance.*

# Card Clarifications



## Fancy Tea Set

You do not need to play *Fancy Tea Set* in order for its tiebreaking effect to work. You merely need to possess the card once the game ends.



## Idol Research

This includes any blue idol slots on your board when playing with leaders.

## The Mourning Cards



If the *Fear* deck is empty, you won't be able to put a *Fear* card into your hand. Gain a fear tile  instead. Fear tiles count as a  in your play area.

Several cards from the *Surprise Shipment* care about  in some way. The Captain's *Hidden Fear* card from the *Expedition Leaders* expansion is considered to be a  for these effects.





## Lasting Effects

These effects apply for the rest of the round and can be used multiple times.



## Altar Cards

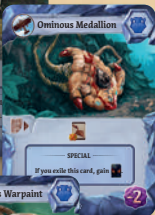
These cards cannot be acquired via the [gold icon] and [gold icon] effects. Those only apply to item cards.



## Ominous Artifacts

These cards are worth negative points at the end of the game. If exiled, the special effect will trigger, usually giving you some *Fear*.

If you use the *Shovel* card from the *Expedition Leaders* expansion on any of them, you will also trigger the special effect.



# Credits

## *A game by MIn & Elwen*

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### **Huge thanks to everyone who helped in the testing!**

Tish, kuro, Cristhian Gudiño (Crisgud), UtterMarcus, David "Shrap" Zita, Dung Hoang, HenryYCHe, Ivan Filatov, Benjamin Babus, Lachlan Noonan, irlys, Eiffel, Sue Das, autopp, Jake Barrett, RabbitRain, Neumann Dániel, James (pandax42) Liao, Richard Farrese, Shalaby, petipajti, Matias Korman, Casey Fangmann, Mike Molen, Carlos Rivera, Gendedwend, Jurgen Desman Thioritz, Šimon Pajger, Justin Mayer, Jeremy Henry, invokercat, Zbyněk 'Andarr' Hladík, Mark Beckers, Kazuma, IndigoNebula, Bear\_King, Dionprv, Ciara Ruane, Ivan Digel, Mauro Gibertoni, Joris Suurmeijer, Diego Durantini, Huya Ramakai

We're grateful to everyone who helped us make this a reality – we really wanted to see all these new effects in the game!

### **Special thanks to:**

**Michael Murphy**, you were again amazing–taking care of the online community and testing, while also analyzing every nook and cranny of the game. We're really glad to have you on the team!

**Adam Španěl**, thanks for the fast online updates and helpful feedback. You were incredible as always!

**Kew**, for helping us analyse the data and catching mistakes that we missed!

**Jakub Uhlíř**, thank you for getting the game to the real tables for testing!



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## Waystones

This effect swaps the positions of two  site tiles on the game board. The site tiles themselves are the only game pieces that physically move. No other components follow the site tiles to their new destinations.



**Example:** The red player buys Waystones and swaps the position of the  and  and  site tiles, then activates one of them. The guardian, snack token, article token, and the green player's archaeologist all stay where they originally were.



# Waystones in the campaign

The general rule is that if a special campaign ruleset applies to a site, it cannot be targeted by *Waystones*.

## Specifically:

**Chapter 1:** The crashed plane site cannot be swapped.

**Chapter 3:** The tunnel sites cannot be swapped.

**Chapter 4:** The crashed plane and white tree sites cannot be swapped.

## STORING THIS EXPANSION IN THE ADVENTURE CHEST:



This expansion is designed to fit into the Adventure Chest. As cardboard thickness can vary with humidity, you may need to store some extra sites on top of the adjacent artifact deck and shuffle them back in during setup.

## KEEP EXPLORING



**There's a lot left to discover!**

Follow the link below for explanation videos, designer diaries, art progress, and more.

[cge.as/explore-arnak](https://cge.as/explore-arnak)

