

Searching for the lost Ark

The goal of the game

Players try to find 7 pieces of the lost ark by traveling around the map. Whoever finds the ark first is the winner. Players have a limited number of rounds per game. When traveling, they use a map that is divided into hexagonal tiles representing 5 different types of terrain: forest (green), mountains (red), meadows (yellow), ocean (blue), and roads/cities (grey). When visiting a location, the player colors the given hex tile with the corresponding color of the terrain.

Note : Individual parts of the lost ark can never be located on adjacent tiles.

Rules in a nutshell

In his turn, the player chooses a color and travels the map, during the opponent's turn, the chosen color by the opponent is used to move around the map or to draw in the color compass, which represents the exact location of the 7 parts of the ark.

Example : If the opponent moves through the forest in his turn, the other players use this indication to also choose travel through the woods during the opponent's turn, **or** uses this information and draws the green color (forest) in the color compass and thus obtains the information of the location of the parts of the ark.

Game preparation

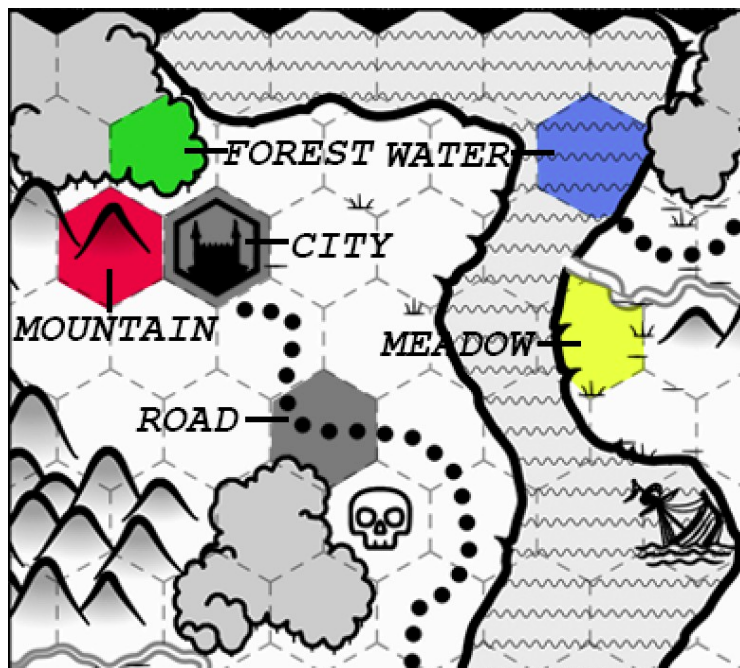
- 1) players randomly choose a character for the game or the players divide the characters by agreement.
- 2) each player gets a identity color for his/her character by rolling a d6 (1-green, 2-red, 3-yellow, 4) blue, 5-gray, 6-repeat roll)
- 3) players color character's picture with the identity color so that everyone knows each player's color
- 4) each player chooses the starting tile according to the rules for individual characters and colors this tile with the corresponding color.
- 5) the player colors one tile of his color compass with the identity color chosen in the second step

the game is ready and the first player (chosen at random) begins

Map

There are fields, mountains, water, forests, roads, cities on the map. Each hex field can be visited and colored with only one color.

Attention: Every time a player draws a tile on the map when he already has fully colored compass, he scores -1 point. More in the Inactive Player Round section.



Markers on the map

City and roads tiles are gray. The roads are marked with a dotted line.

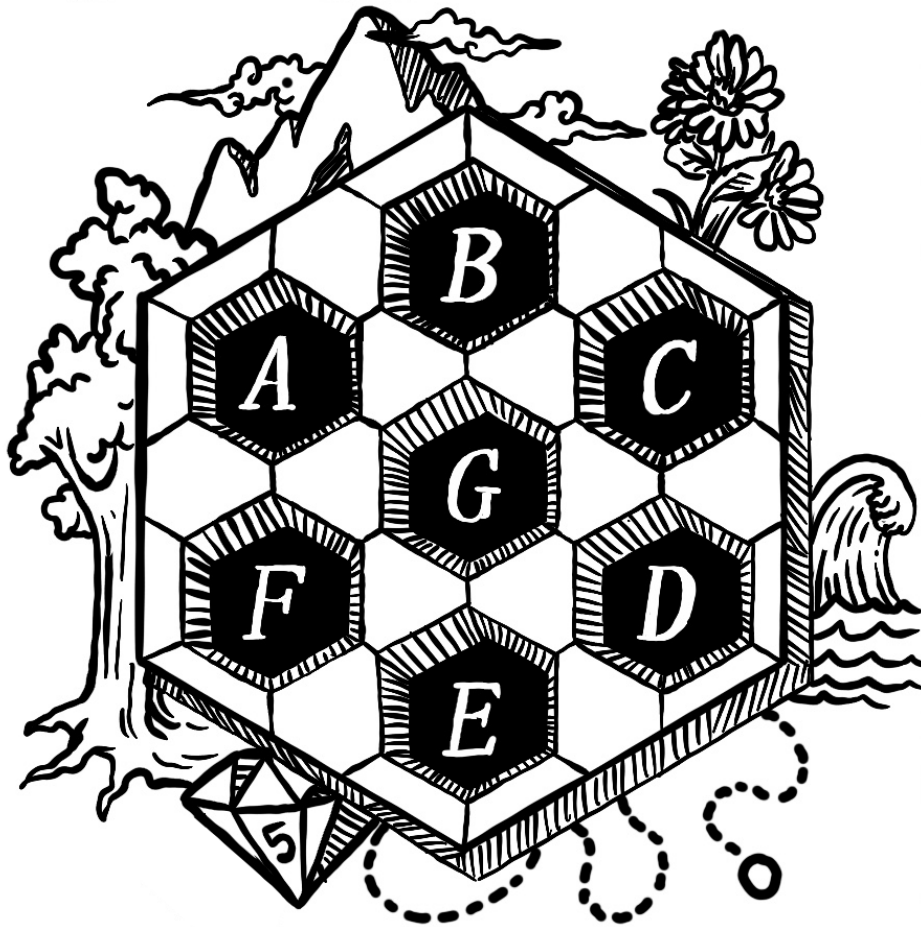


A dangerous place. Only a paladin can visit it. It does not count towards challenges as an unvisited location! See challenges section for more.



Shipwreck. After visiting this tile, the player gets a hint. This tile is blue.

Color compass



The compass shows the 7 parts of the lost ark with the letters A-G. Each part has 6 hex tiles around it, which are colored by the player during the game, and the exact location of the given part of the lost ark is gradually revealed. The compass will always have differently combined colors.

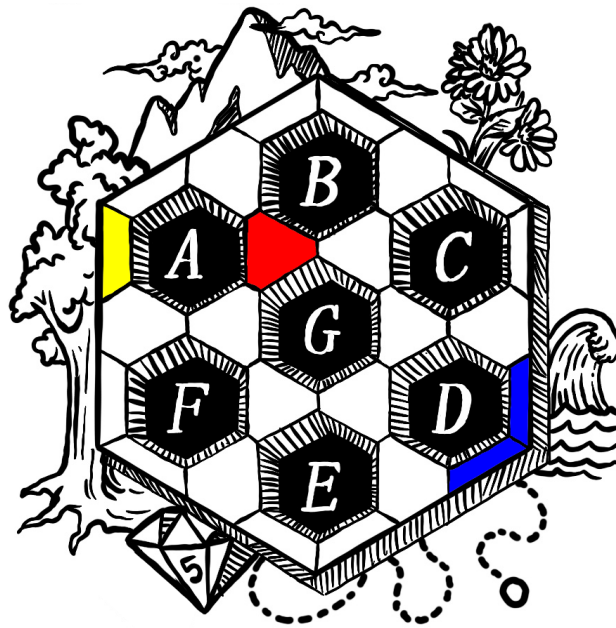
A player can fill the color compass with colors only during the opponent's turn and only with the color chosen by the opponent. If the opponent is traveling through the forest in his turn, player can color one hex with green color within our compass at the same time during the opponent's turn, or he can travel through the forest in the same way as an active opponent during his/her turn.

the compass serves also as a tool for improving our character in traveling through different terrains.

The compass is in the shape of a hexagon and the 6 edges of the compass represent the player's experience in exploring different terrain types of the map. The more colored tiles there are on the side of, for example, a forest, the more forest tiles a player can visit in his turn if he chooses the green color. Under each edge of color compass there are 4 hex tiles for coloring.

1 edge of the compass represents a diamond. That player gets diamond when he has filled all 4 hex tiles under the edge with a diamond. More about diamond in the chapter Terraformation and diamonds.

Example: the player gradually fills the compass with colors, and we know so far that part A is located somewhere in the neighborhood of a meadow and at the same time a mountain tile. But the red color near the letter A also indicates the first positions for parts B and G, which will also be adjacent to the mountain tile on at least one side. We also know that part D of the ark will be somewhere on the coast, as it is adjacent to two areas of water.



For the compass above, one of the possible locations for part of the ark A could be the following location below in the image that meets the conditions of the compass so far. It is adjacent to a mountain range and a meadow. The location of A may change depending on the next coloring to the compass. Of course, the player must visit (color) all the boxes marked in the compass during the game. It is not enough to have a compass full of colors. It must fit with the colored map. In order to find part A, the player must therefore visit location on the map and all adjacent squares must also be visited and the colored according to compass. **No need to have exact orientation of colors, only numbers of colored areas around must match compass.**

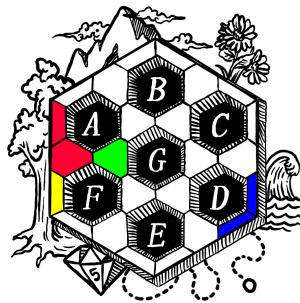


Identity color

The identity color allows the player to get a +1 bonus in addition to the existing 4 possible bonuses for moving through the given terrain if he colors **the complete** part of the compass below the side that is the player's identity color.

Note : With an empty compass before the start of the game, each player can move 1 space through any terrain. If the rule for individual characters does not say otherwise, see the characters paragraph.

Example : At the beginning of the game, the player chose the identity color green. After coloring all the squares below the forest side of the compass, he would normally have a +4 draw (movement) bonus in the forest. So he could draw up to 5 adjacent forests. But since his identity color is green, he gets a +1 bonus and can draw up to 6 adjacent forests in total.



The active player's round

The active player chooses a color, which he then draws on the map. Choose only the color of the region that is next to a previously colored tile. If it is the first round, then it is one of the regions right next to the starting place where the player starts.

Newly colored regions do not have to be next to each other, but must be adjacent to visited regions from previous rounds. The only exception can be a character specialty. More in the character description. The color chosen by the active player can be drawn by all other players as a movement to the map or as a clue to the compass. Subsequently, it is the next player's turn clockwise.

Note : After drawing a movement on the map, the player always marks this color in the round counter. The movement of, for example, even 4 squares is marked in the counter with only one tile. The time required for the entire game is limited by the number of rounds.

Sample : See below, the player has visited 4 squares of the forest in his round and therefore draws the selected green color 1x for movement on the map and in the round counter. We



always mark the counter only 1x per round.

Inactive player round

Inactive players draw the color chosen by the active player either on the map or on the compass. It's their choice.

Attention : If an inactive player draws on the map, he must also draw on his round counter.

If an inactive player cannot or does not want to draw a color , he can give himself a minus point and skip the action as an inactive player.



Example: the first minus point:

Color modifier and hint

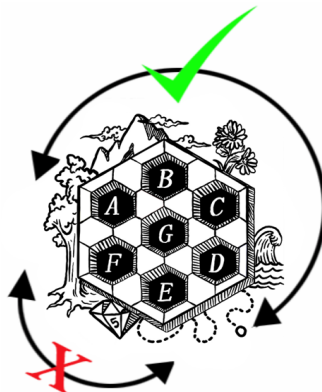
Example : An inactive player is supposed to draw green, but would rather draw red. That's the color one place next on the compass. He can use the hint to draw red. If he wanted to draw blue, he has to use 3 hints, since blue is 3 squares further than green.

Note : sometimes it is better to skip an inactive round and write down a minus point than to lose 3 hints to get wanted color.

How to get hints? One is always on the space of a shipwreck somewhere in the sea, the other is obtained by the player when he reaches 10th round on the round counter, i.e. when he performs the action of moving on the map ten times. And he gets the third at the 20th round.

Note : the hint can only be used in the opponent's turn

Note : a shift in the compass using the hint is not possible in the direction between the road and the forest. So it is not possible to use a hint and draw a forest instead of a road.

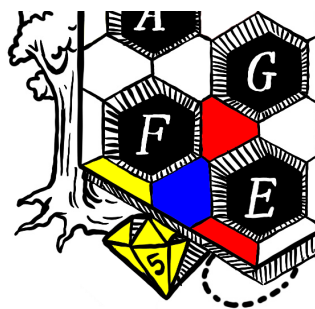


Terraforming and diamonds

The only way to draw, for example, a forest on a mountain square, is to use a diamond and perform terraforming. **One diamond** a player can get when he fills all 4 tiles below the edge of the diamond in the color compass. After obtaining a diamond, player can in future use this diamond as free action and color it with the color he will draw on map later during the terraformation action.

If a player color a diamond in yellow, he will be able to use terraforming as an extra action for free at any time by drawing one tile on a map with meadow in yellow color, for example on a forest hex tile. Because he colored the diamond yellow.

Example: the player gets a diamond because he has colored all 4 tiles under diamond edge. (2xred+blue+yellow). He then filled the diamond with yellow and can use yellow terraforming at any time as a bonus action.



Crossing out colored diamond can be used by the player to indicate the use of the diamond for terraforming as an extra action in his turn and to draw a yellow color on any map tile, i.e. a meadow. Because the diamond is yellow

the remaining 2 diamonds can be obtained by visiting different colored places on the map. If the player visits and draws all 5 colors on the map, he gets the first diamond. If he visits all 5 colors a second time, he gets a second diamond.

Note: When coloring tile with a diamond action, the given color is not recorded in the round counter!

Example: The player has only obtained one diamond so far, to obtain the second diamond he still needs to draw (visit) one mountain again. He has already drawn 1x of each color, so



1 diamond already obtained.

Scoring

The winner is the player who is the first to find all 7 parts of the lost ark on the map. That is, visiting all the lost parts of the ark on the map indicated by filled compass and all adjacent squares according to the color compass. So the color compass is completely filled with colors and its colors fits with the map colors. The location of each part is thus known.

5 points for each hint obtained and not used. 5 points for each earned and unused diamond. 5 points for each completed challenge.

Minus points are also counted if in the opponent's round the player cannot or does not want to use the color chosen by the opponent. The player gets **plus** points if he finds all parts of the ark before the round limit expires.

If no one manages to find all the parts of the ark in time, the winner is the player who managed to discover the most parts of the ark.

Attention : Every time a player draws a movement on the map when he already has a fully colored compass, he scores -1 point.

Difficulties



Easy difficulty - Both hints and diamonds can be used by players.



Medium difficulty - Players can use either diamonds or hints.



High difficulty - game without hints and diamonds.

Cooperative play

All players must find all lost pieces of arc. You win if you all are successful. Try to travel and explore with colors which will suit also other players. Cooperate, communicate.

Characters

Ranger - Starts on an border space. While moving in his turn, he can color a new tile up to 1 space away. So his movement can be jumpy.

Paladin - Can visit dangerous places and paint them with any color. He starts the game in the city.

Mage - When using a hint, he can use a color up to 2 spaces away on the color compass. He starts the game in the city.

Pirate - Starts the game on any tile adjacent to the shipwreck. After visiting a shipwreck, he can color the tile with any color.

Druid - For every 4 forest tiles visited, as an extra free action on his turn he can visit one adjacent unvisited forest and turn it into a city tile with grey color. He starts the game in the forest.

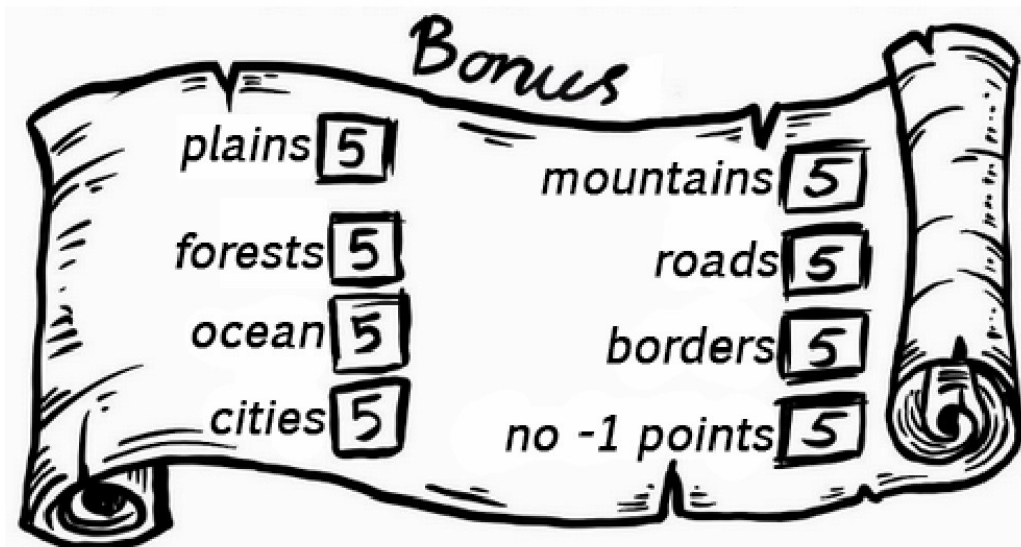
note: It is an extra free action in the player's active turn. We do not attribute this drawing to the turn counter!

Hunter - Whenever an opponent chooses a hunter's identity color, the hunter can immediately visit and color an adjacent unvisited meadow tile as an extra action in the opponent's turn. He starts the game in the meadow.

note: It is an extra free action in the player's inactive turn. We do not attribute this drawing to the lap counter!

Knight - At the beginning, he marks his identity color 3 times in the compass below the edge of the road ico. He starts the game in the city.

Challenges for players



At the end of the game, the player can mark how many challenges he managed to complete. It is also motivation to try to achieve some unfulfilled challenge for the given character in the next game.

Each completed challenge is an extra 5 points to the total score in that game.

Description of challenges: Visited all plains, forests, ocean, cities, mountains, roads, all border hexes visited and no -1 points obtained.

Solo game

The opponent's turn is replaced by a d6 roll to determine the color chosen by virtual opponent.

1-green, 2-red, 3-yellow, 4-blue, 5-gray, 6-roll the dice again (**alternatively, the player determines the color himself. rolling a 6 on the dice is like a joker. for beginners**)

Then player must draw this color into the color compass. If he doesn't want to or can't, he marks a minus point. **This means that in a solo game, the player always alternates between drawing on the map and then drawing on the color compass** . The objectives of the game are the same, the player tries to discover all parts of the lost ark before the time limit expires. If a player fills the color compass, he skips rolling the dice, and only repeats his rounds of drawing on the map. Until he finds the lost ark or runs out of time.

Attention: Every time a player draws a movement on the map when he already has a fully colored compass, he scores -1 point.