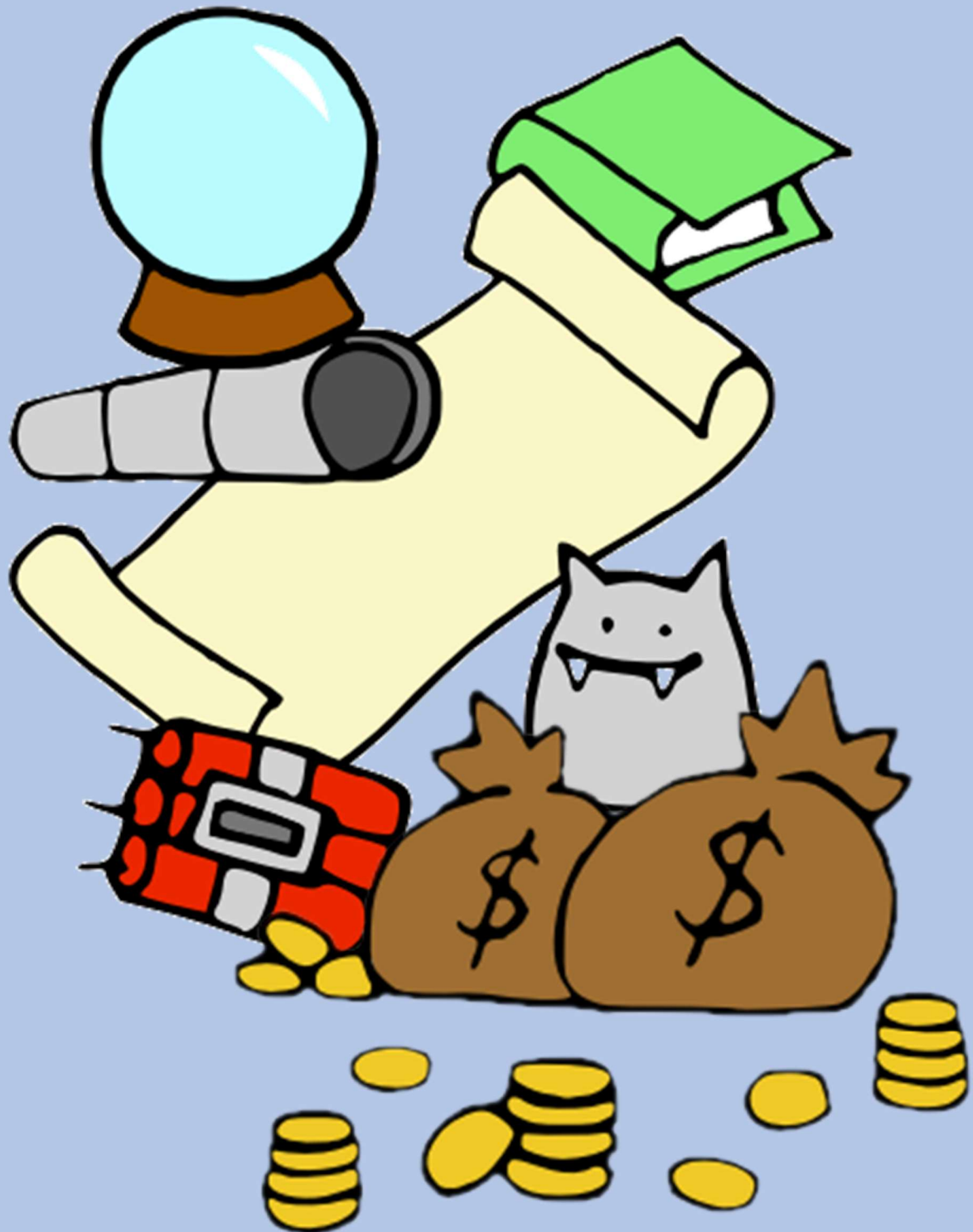


LOST CITIES



"Hey friend! Let's play that we're looking for old ruins, right? On the way, our group of adventurers will get to level-up! When we reach the lost cities, we'll each tell our tale and whoever's more epic wins, okay?"

Go Find the Lost Cities!

Place your cards to represent your Adventurers' progression during their fabulous expeditions. Particularly daring Adventurers might also invest some of their pocket change and wager on the success of their adventures!

If you have the highest overall score, you win.

Note: The game rules are very simple. But don't get the wrong impression — there is much more to Lost Cities than it might seem at first glance!

Game Components

1 Game board showing the five possible Expedition Routes

60 Playing cards:

45 Adventurer cards (values indicated on the cards: 2–10; in five suits¹)

15 Investment cards (three of each of the five suit)

Optionally, 1 or 2 randomly selected Star cards, shuffled in with the other Playing cards

With four players, add copies of cards 2, 3, and 4 to each suit (15 additional cards)



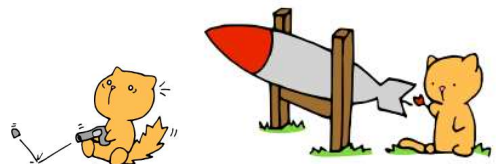
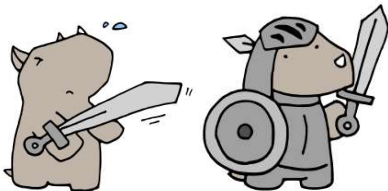
Preparation



- Place the game board between the two players. It depicts five spaces for discard piles.
- Shuffle the cards and give **eight face down cards** to each player.
- Organize the remaining cards into a draw deck and place them face down beside the game board.
- If you play more than one game, keep a score keeping method nearby.

Object of the Game

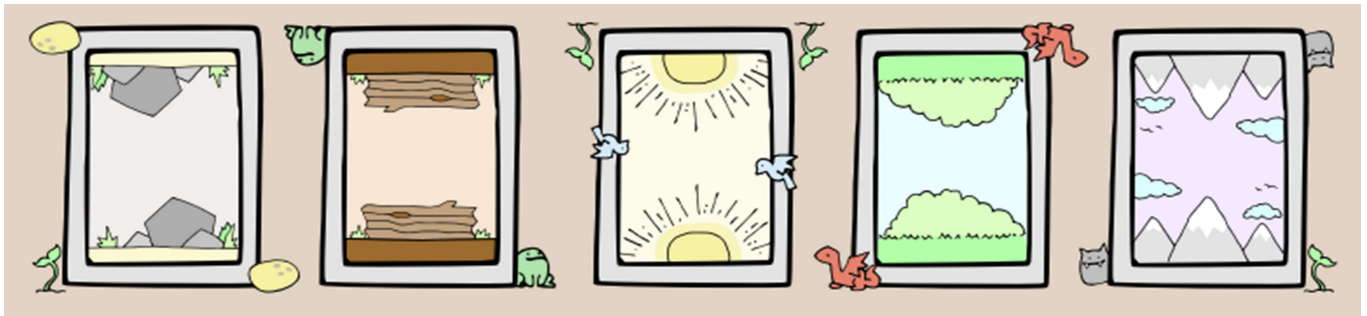
Both players' goal is to level up their Adventurers so that they earn them as many Epic points as possible. The adventures unfold by forming **separate columns of cards for each suit**. The **numeric values of your Adventurers within a column of cards must increase from card to card**. You can place **Investment cards at the beginning** of each column to multiply a column's value. At the end of the game, the cards in each player's columns are scored.



¹ So, with the Cute RPG cards, that means you must remove one of the six suits from the game!

Sequence of Play

Select the first player however you want. The players will alternate turns. Each player only places cards on his or her side of the game board to form columns of **identically suited cards**. Discarding is done on the board itself. Once a card has been discarded on one of the five possible discard piles or placed in line with one to initiate a column, it **defines the suit for this particular discard pile and the two associated columns of cards** for the rest of the game.



During your turn, you must play one of the cards from your hand. Then, you are allowed to draw a new card.

First, choose a card to play from your hand. You have two options: Place a Card or Discard a Card.

Either Place a Card

Place a card in one of your own columns. You can use the card to start a new column on your side or to extend one of the columns you have already started. To do this, place the card **face up on your side** of the game board, below the space allocated for the discard pile of the corresponding suit.

You may only place additional cards at the end of a column.



Important: Each new card that you place in a column must have a **higher value** than the most recent card you have placed in this column. Place the cards in a column **overlapping** each other in such a way that the numbers of all **cards are clearly visible**.



Investment cards may only be placed at the **beginning of a column**. You may place multiple Investment cards in a column. However, as soon as you have placed a number card in a column, you no longer may play any Investment cards of this column's suit.

If you decided to play with **Star cards**, they are **wild** and worth any value from 1 to 10.



Or, Discard a Card

If you don't want (or can't) place a card in a column, you must place a card from your hand **face up on the game board** — more specifically, on the space for the discard pile of the corresponding suit. In this manner, five discard piles are formed during game play, one for each suit. The cards should be placed on the piles so that **only the top cards are visible**.

Then, Draw a Card

Draw a new card into your hand. You may choose between the top cards of the five face up discard piles (if cards have been placed there) or take the top card of the face down draw pile. However, you are not allowed to draw the same card you have just discarded. Once you have drawn a card, your turn ends.

End of the Game and Scoring

- The game ends as soon as a player draws the last card from the draw pile.
- Near the game's end, the players may agree to fan out the face-down draw pile a little and count the remaining cards to enable the players to estimate the number of turns before the game ends.
- When the game ends, each player's columns of cards are scored. To do this:

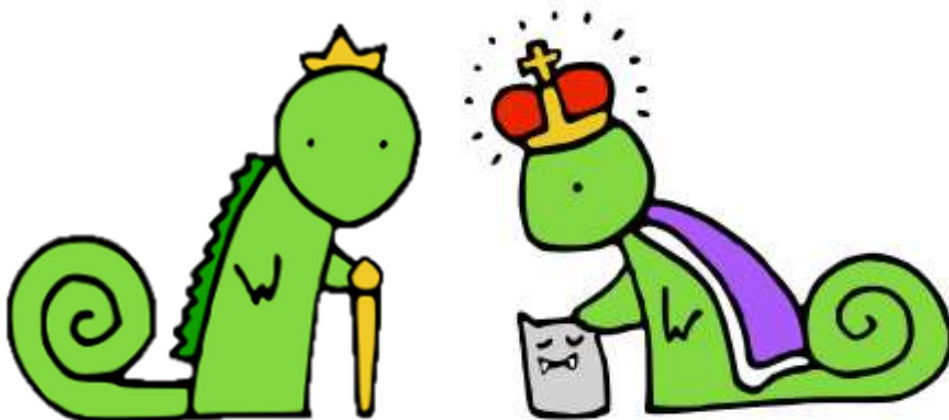
Tally up the **values** of all cards in a column.

Then, from each column where you placed at least one card, **subtract 20 points**.

If one, two, or three **Investment** cards were placed at the beginning of a column, **multiply** the result by 2, 3, or 4, respectively.

Furthermore, each column consisting of **at least eight cards** earns its owner a **bonus of 20 points**, regardless of how many Investment cards the column contains.

- Hence, a column can earn you positive or negative points.
- If you haven't placed any cards of a certain suit, you don't earn any points for this suit, because there is no column.
- Take note of the number of points obtained by each player, shuffle all cards, and once again give each player eight cards for the next game. The player who has more points begins.
- It is recommended to play three games. If after three games you have the highest overall score, you win.



4 Player Variant

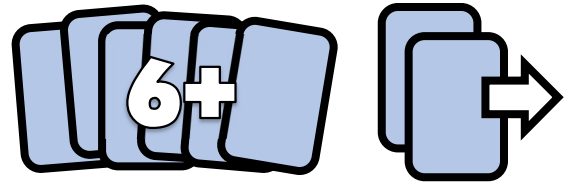
Rules

To play with 4 players add a **second copy of cards with values of 2, 3, and 4**. The deck therefore contains a total of 75 cards.

Players sitting opposite each other form partnerships and play on the same side of the board.

Proceed as in the standard game, with the following amendments:

- **Instead of taking a normal turn** (playing and drawing a card), **a player may choose any two of his cards and pass them face down to his/her partner**. By doing so, a player may **never reduce his/her hand to less than six cards**.
- Apart from this, partners **are not allowed to communicate** about their play.



Conventions

Here are some suggested playing conventions to improve your team coordination:

- If your partner plays a card into an expedition, and you hold the subsequent card in your hand, play it right away – follow an Investment card with another Investment card, a 2 with a 3, and so on. **If you do not play, your partner will know that he can leave a gap.** For example, he can follow a 2 with a 4. If both players wait several turns, you may decide to leave larger gaps.
- Use the opportunity to pass cards and attempt to identify your one (or two) strong suits with the potential to score many points.
 - **Pass low cards to signal that you can support a suit with more cards from your hand;**
 - **Pass high cards if these are your only cards of a suit.**

