



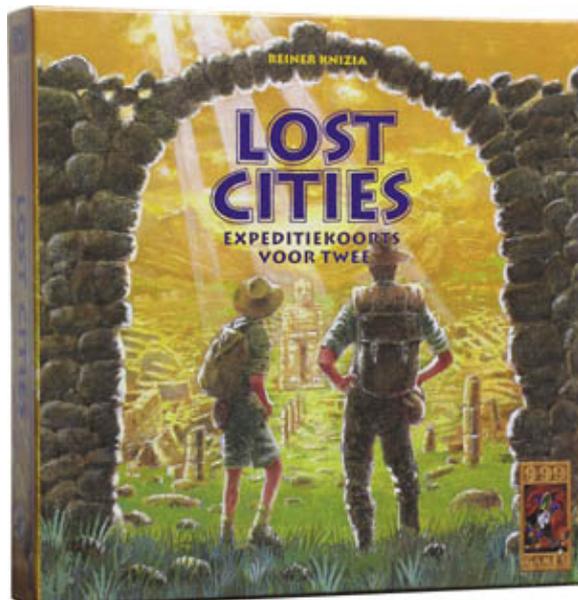
Yourturnmyturn.com: Lost Cities game rules

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Inhoud

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Lost Cities Rules

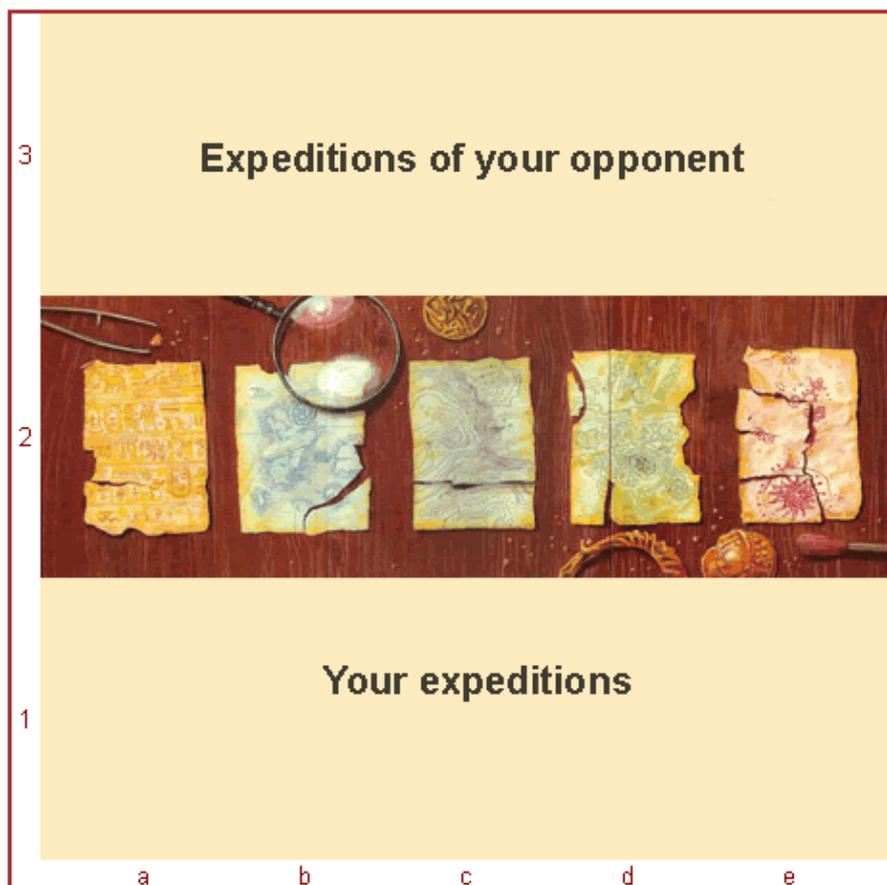


The Object of the Game

It is the aim of both players to lay out expeditions to obtain (after deduction of the expenses) as much fame points as possible. There are five possible discoveries to make, represented in 5 colors/columns. The expeditions are formed through rows of cards from the same color in such a way, that the value of the next card added is higher than the previous one.

Before laying out "number values" for a particular expedition (column), you can make use of up to three "Investment Cards" per colour. Those cards double, triple or quadruple (when played in succession) the initial expenses, but as well the resulting fame points. Of course all cards in one column have to have the same color.

At the end of the game (no more cards in the stack) all started expeditions contribute to the final balance of fame points. The player with the better balance wins.



[Draai bord] spel: 231800 zet: 1. ● ○ ○

The Sequence of Play

The expeditions are formed by five card sets consisting of 12 cards each, totaling 60 game cards. For each color the 12 Cards are divided as follows:

- three Investment Cards ("shaking hands" symbol)
- 9 Expedition Cards with the values of 2 through 10 (2,3,4,5,6,7,8,9,10) Both players start with a random selection of 8 handcards, leaving 44 cards in the stack. The active player has to remove a card from his hand and then refill his hand. Then it's the next players turn. A player can not pass his turn.

To remove a card from your hand

To remove a card from his hand a player has two possibilities:

- To discard a card on the center row: Any Card may be discarded on top of a discard stack on the center line. Clue: Do not forget that your opponent can choose to take this card to refill his hand.
- To play the card in the bottom part of the screen (building an expedition).

Only Cards that meet following conditions may be played in the bottom part of the screen:

- Investment Cards, can only be played if the expedition has not yet started, or only other investment cards were used on this expedition.
- Value Cards, can only be played if the expedition has not yet started or the preceding card has a lower value (investment cards are lower than "2"). Clue: If you have an Investment, a 6 and a 8 of the same color on your hand, and you play the 8 as your first card, you cannot play the Investment or the 6. They are now useless to you.

Tegen: [jwchess](#)

14 kaarten

3 **Yellow discard stack**

Stack

2

1 **Expedition card**

White expedition

Investment card

a b c d e

[Draai bord] spel: 2819891 zet: 1. c1-s ● 0 ○ -40

Uitge
Kosr
Aute
Kooq

(i) [spelnotitie]

Zettenlijst (

1.	c1-s	a2-
3.	c1-s	e3-
5.	c1-s	b3-
7.	b2-s	b3-
9.	a2-d	a3-
11.	d1-s	a3-
13.	c1-s	a3-
15.	d1-s	a2-
17.	d2-s	

The image shows a screenshot of the board game 'Lost Cities'. At the top, a player's hand contains 14 cards, with a stack of 14 cards shown below it. The board is divided into three rows. The top row (row 3) is a yellow discard stack. The middle row (row 2) contains five cards labeled a, b, c, d, and e. The bottom row (row 1) contains five cards labeled a, b, c, d, and e. A 'White expedition' card is shown in the center of the board. An 'Investment card' is shown in the bottom row. The board also shows a stack counter with 0 red and -40 white tokens. A move list is shown on the right side of the board.

Draw a new card

To refill his hand the player has up to two possibilities:

- To take a card from center row: If all stacks in the center row are empty the player has to pull from the stack. Clue: Taking cards from the center row even if you do not need them can prolonge the game and you may be able to place all the cards you need to score with, before the stack counter runs out.
- To take a card from the stack, above the move list: If the counter reaches "0" the game ends immediately and the fame points will be calculated.

