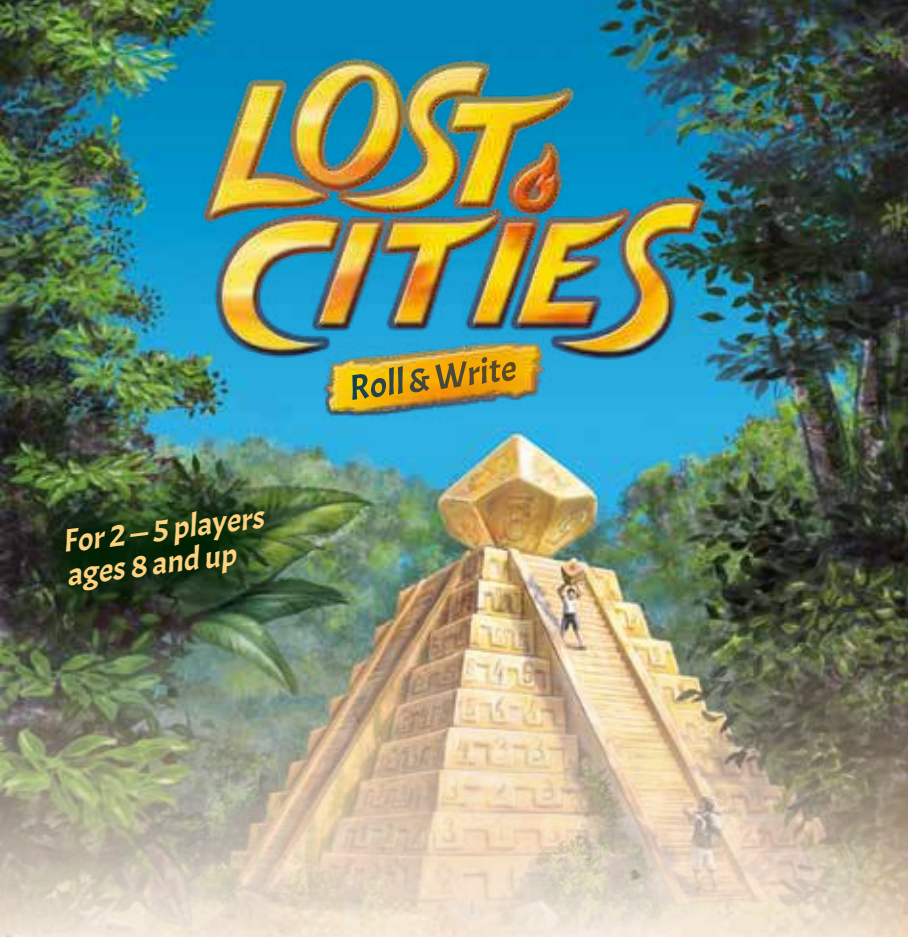


Goal of the Game

Hunt for points in the jungle! One player rolls the dice, chooses a result and writes it on their game sheet. All other players also choose a result from the remaining dice and write it on their sheets. Numbers must be noted in ascending order. Those who land on the acceleration boxes or find artefacts may count themselves lucky. If you cannot or do not want to write anything down, you can use your strike boxes. But not too often, as you want to make as much progress as possible in order to end with the most points.

KOSMOS

The game sheet

1 **Expeditions:** The game sheet shows six coloured expeditions running from the bottom to the top. Each of the six expeditions has a different colour, corresponding to the six sides of the coloured dice. The expedition on the left is red, the one next to it orange, then yellow, green, blue and purple. People who see colours differently may prefer to use the symbols on the dice.

2 **Artefacts and dice symbols:** The right side of the game sheet shows a column with artefacts (vases) and next to it a column with dice symbols.

3 **Score boxes:** These boxes show the respective points for scoring:
a) on the left for the six expeditions (from -50 to 50)
b) on the right for the artefacts and dice symbols (from -40 to 100 and 0) and
c) a row with the bonus points (20 each) in the upper third of the sheet.

4 **Empty white boxes:** At the end of the game, write your points in the empty boxes at the top of the game sheet. Points are scored for the six expeditions, the artefact column and the dice column. At the top right add any bonus points earned. In the empty box at the bottom right, write your name and your overall score.

5 **Double point circle:** If you mark the circle at the bottom of an expedition with an X, the points of this expedition are doubled.



Game Materials

3 x coloured/ symbol dice



Game sheets (see figure on page 2)



3 x numbered dice (0-9)

In addition, each player should have a pen, which is not included in the game.

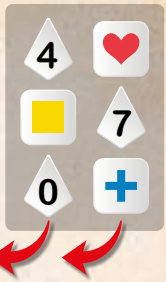
Game Preparation

Each of you will receive one **game sheet.**
Place your game sheet in front of you so that all other players can easily see it during the game.
The **6 dice** are placed in front of you.
Each player should have a pen.

Course of Play

The greatest adventurer takes the first turn (or the last person to go on a hike if unsure).
Play then continues in a clockwise direction.

Roll the dice and choose



When it's your turn, take all six dice and roll them into the centre.

- Out of the six dice, pick **one colour/symbol die and one number die** and carefully put them both in front of you, without changing the result of the dice.
- The **remaining four dice stay in the centre of the table** and are available to all other players to use.
  - Each of the other players may choose a combination of one colour/symbol die and one number die from the four dice in the centre of the table. Leave the four dice in the middle. Do not move them.
  - Several players may choose the same dice.

Each player writes the selected dice combination on their game sheet — as described on the following pages.

Refusing dice

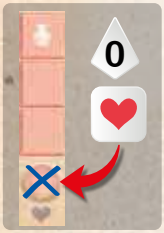
- The player who rolled the dice has the option to refuse the roll and not choose a dice combination. In this case **all six dice remain in the centre** and are available to all other players.
- All other players also have the option to refuse the dice and not choose a dice combination.

Every player who refuses to write a result on their game sheet must mark their sheet as described on page 5.

When everyone has finished, the next player takes their turn rolling the dice and so on.

Lead expeditions

The individual expeditions are tracked from bottom to top.



Double point circle: If you combine a **"0" on the number die with the corresponding colour/symbol die,** you mark the double point circle with an X. To use the double point circle, it has to be **marked with an X before** you start an expedition in that colour/symbol column.

You may start an expedition without marking the circle, however, you are **not allowed to mark the circle after the expedition has started.**

If you start an expedition without using the double point circle, it is best to mark it with a horizontal line.

If the double point circle is marked with an X, the expedition will be worth double points at the end.



If you are starting an expedition or if you are continuing an expedition, write numbers into the nine boxes of the expedition one after the other (from bottom to top). The smallest possible number is "1".

The next number must be equal to or greater than the previous number. During an expedition, the "0" on the number die is always read as a "10".

Of course, it's a good idea to start small and not to make too many big jumps. This will ensure that you have as many numbers as possible to choose from later.



Acceleration box: If you write a number in a box with an arrow, you can accelerate any one of your expeditions. To accelerate, enter the same number in the next box up on your chosen expedition. (For example, if the expedition you chose to accelerate has a 2 as the highest number, enter a 2 in the box above that one.) If the box you choose is also an acceleration box, you can accelerate again. However, you may not use the acceleration to mark a double point circle with an X.

You can use an acceleration box to start a new expedition. To do so, enter a 1 in the first box. To continue an expedition you have already started, enter the previous number in the next box up.



Artefact box: If you write a number in a box with an artefact, you immediately shade an artefact on the right side of your game sheet. This is also done from bottom to top. If you have already shaded all available artefacts in the right-hand column then you have completed all your actions for that column.



Reaching the top box: If you have already filled all nine boxes of an expedition with numbers and you **choose a dice combination which allows you to continue this expedition** (i.e. a number equal to or greater than the number in the ninth box), you may instead mark the small artefact at the end of the expedition with an X and in turn shade an artefact on the right hand side of your game sheet. This can only be claimed once per expedition.

Likewise, you **may mark an artefact at the end of any already completed expedition with an X when using an acceleration box**.

Refusing dice



If you refuse the dice roll, you must **shade a die symbol on the right side** of your game sheet. This is also done from bottom to top.

If you have already shaded all nine dice symbols, you may still choose to refuse dice without further effect.

Bonus bridges

If you have written a number in the seventh box of a column, or shaded an artefact or the dice symbol in the seventh box, you have passed the corresponding bonus bridge and must announce this immediately.

You will receive **20 bonus points,** but only if you were the **first player to pass that bonus bridge.** If more than one player passes this bridge in the same turn, they all receive 20 bonus points.



Whoever receives the bonus may circle the "20" on the corresponding bridge.



Those players who do not receive the bonus during the same turn must mark the corresponding bridge with a horizontal line on their game sheet.

Recommendation — play in sequence:

In most cases, players will make their choice independently and may act simultaneously. Sometimes, however, your own choice will depend on the choices made by others (for example, when receiving bonus points). In this case you may request that the dice combinations be chosen and written into the game sheet in clockwise direction.

Even if acting simultaneously, it is best to announce your entry out loud.

If you come across acceleration boxes, artefacts or bridges, you should also announce how you will proceed. Then the next player in clockwise direction announces their choice, writes it into their game sheet, and so on. This is the most exciting way to play, as everyone has an understanding of their opponents' turns.

End of Game and Scoring

If a player shades the ninth (last) dice symbol on the right side of their game sheet, they are "exhausted". The player loses all points from this column. However, the player continues to play the game.



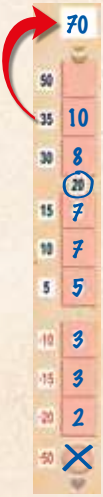
Once you have shaded your last dice symbol, you will receive 0 points for this column.

The game ends when at the end of a turn

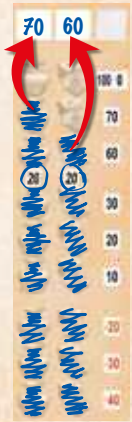
- either all players are “exhausted”
- or all eight bridges have been passed. **The bridges** may have been **passed by different players.**

Each player now tallies their score as follows:

Scoring expeditions



- For each of your six expeditions, take your point score on the left side of your game sheet. This is determined by the highest number written into a box in that column.
- If three or less numbers are written in a column, the score is negative, after that the score is positive.
- If the **double point circle at the beginning of the expedition has been marked with an X, then the score is doubled** (positive or negative).
- **If no entries are made at all in an expedition, 0 points are awarded for that column.**
- **Beware! If you marked the double point circle with an X, without continuing the expedition, you will receive “-50” doubled, i.e. -100 points.**
- The points achieved are written in the empty boxes above the expeditions at the top of the game sheet.
- **The bonus points for the bridges are not taken into account here and are not doubled.**



Scoring artefacts and dice symbols

- For your columns of artefacts and dice symbols, take the points on the right side of your game sheet and write your score in the empty box above the respective columns at the top of the game sheet.
- A completed column with nine shaded artefacts is worth 100 points.
- A completed column with nine shaded dice symbols renders you “exhausted” and earns 0 points. However, eight shaded dice symbols earn 70 points.

Scoring bonus bridges



Add up your bonus points from the bridges and write them in the last empty box on the top right of your game sheet. Should you be "exhausted", the 20 bonus points in the dice symbol column will still count.

Total points scored + winner

Each player writes their **points in the boxes at the top** of their game sheet. The resulting sum is written in the empty box at the bottom right together with the player's name. The player with the highest score wins. If there are multiple players with the most points, they all win.





The Author: Reiner Knizia was born in 1957 and lives in Munich, Germany. He holds a PhD in mathematics and has published many games both in Germany and abroad. Among his greatest successes are winning the Deutscher Spiele Preis (German Game Prize) in 1993, 1998, 2000, and 2003, and the "Spiel des Jahres 2008" ("Game of the Year") for Keltis, upon which Lost Cities is based.
The author specializes in games that offer simple rules and a lot of freedom of decisions. He has already published many other games with KOSMOS.

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