

# LOST ADVENTURES



In ***Lost Adventures***, you are a character in an adventure archaeology movie competing to emerge from the editing room as the film's protagonist. The film's premise: the fabled ***lost chalice*** of myth and legend may at last have been discovered. Race to uncover information about the lost temple in which it resides, then enter the lost temple and compete against your opponents to be first to pass through its perils to retrieve the chalice.

You will be pursued throughout your adventure by an agent of the nefarious society of evil archaeologists, S.P.A.D.E.(\*) ♠ Gain advantages by acquiring hubris, but too much hubris puts you at great risk! Will you recover the lost chalice, or will you learn the fate of those who vainly seek glory, and realize all too late that some things are better left hidden?

*\*SOCIETY FOR THE PRESERVATION OF ANTIQUITIES DEVIOUSLY EXTRACTED*



## GAME EQUIPMENT

### 1 BOARD



### 5 PLAYER MEEPLES

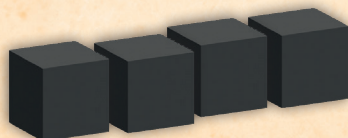
NOTE: THE GAME INCLUDES 5 MEEPLES BUT ONLY 4 PLAYERS MAY PLAY



### 1 ENEMY AGENT PAWN PAWN



### 40 CUBES



### 4 SETS OF 10 CHARACTER CARDS



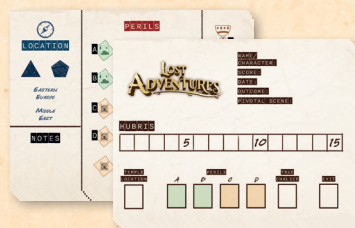
### 36 ENCOUNTER CARDS



### 22 TEMPLE SECRETS CARDS



### PLAYER NOTEPAD SHEETS



## GAMEPLAY OVERVIEW

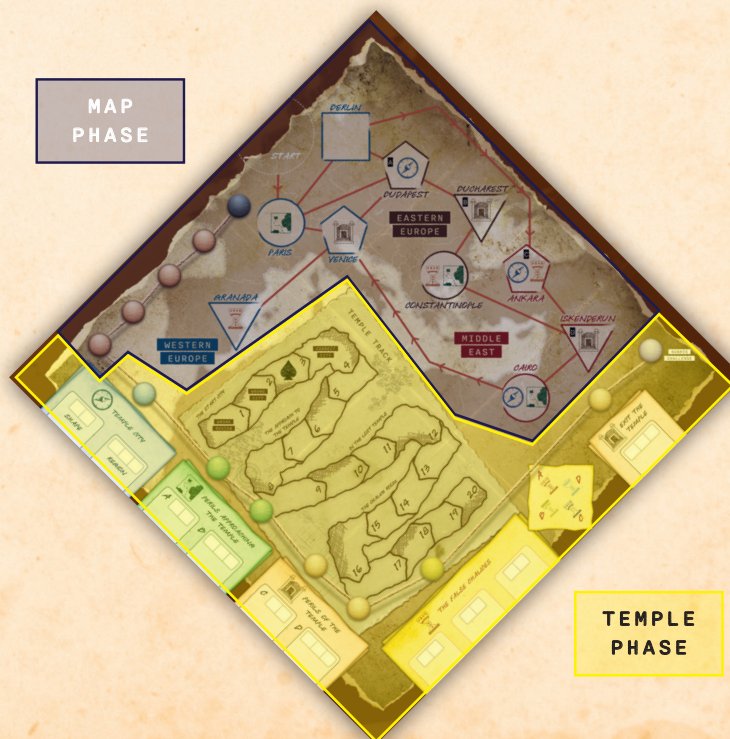
Lost Adventures uses two principal gameplay phases, emulating the familiar story structure of adventure archaeology movies.

In the **Map Phase**, you will have five turns to travel to various cities, face encounters, and earn the right to view **Temple Secrets cards**, which contain information about the lost temple - where is it (🗺️), what perils does it contain (🔥👹), which is the true chalice (🥂)?

In the **Temple Phase**, the information you have acquired in the map phase will aid you as you are asked where is the lost temple and which is the true chalice, and as you face the temple **perils**, in which you will jockey for position against your opponents. Each of these activities will enable you to move on the **temple track**, which increases your score. High score wins!

In both phases, you will be aided by your tableau of **Character cards**. Each card has two symbols. Blue **challenge symbols** help you to gain information in the map phase. Red **peril symbols** help when facing temple perils, if you have the right ones.

You can take **hubris** (tracked on the public side of your Player Notepad) to gain more information in the map phase, and to increase your bid when facing temple perils. But at the game's end, you must purge all of your hubris in the **final hubris challenge**; failing to purge your hubris proves you are unworthy, and your face will melt off!





## SET UP

1. Place the board in the center of the table.
2. Separate the Encounter cards into 3 decks by shape. Shuffle each deck and place them near the board.

3. Separate the Temple Secrets cards by their back to create 2 Location decks, 1 Approach deck, 1 Temple deck, 1 Temple Exit deck and 1 Chalice deck. Shuffle each deck separately, then:
  - a. Place the top card from the Shape Location and Region Location decks face down under their corresponding spaces on the board.
  - b. Place the top 2 cards from the Approach face down under their corresponding spaces on the board.

- c. Repeat step 3a with the Temple deck.

- d. Place the top 3 cards from the Chalice deck under their corresponding spaces on the board.

- e. Place the top card from the Temple Exit deck under its corresponding space on the board.

- f. Return all unused cards to the box.

4. Place the Enemy Agent Pawn in Berlin on the board.

5. Place a cube on the first space of the Story Track.

6. Place a cube on each space above the Temple Secrets cards.

7. Place a cube in each city of the Middle East, then place the remaining cubes in a supply near the board.

8. Each player takes a set of 10 matching Character cards, a notepad sheet and Player Meeple.

- a. Each player chooses 2 Character cards to place 'basic' side up on the table in front of them to form their initial tableau. The remaining cards stay in the player's hand.

- b. Place Player Meeples in the start area of the board.



**SUGGESTION:** WRITE YOUR NAME ON YOUR PLAYER NOTEPAD SHEET, AND/OR A NAME FOR YOUR CHARACTER. YOU CAN BORROW A NAME FROM AN ADVENTURE ARCHAEOLADY MOVIE, OR MAKE ONE UP, OR USE ONE OF THE CHARACTERS FROM THE LOST ADVENTURES UNIVERSE, SUCH AS:

1. DR. PROTAGONIST
2. LIESL VON ÖSTERREICH
3. BARON REINHARD FLOEGELMANN
4. JEAN SAUX-L'EAU
5. VALENTINA DE LA CRUZ
6. DEUCE X. MACHINA

7. MURIEL CROW
8. LORD LIONEL LICORICE
9. YAYA YHOONE



## MAP PHASE

Randomly choose a start player. The map phase lasts 5 rounds. In each round, beginning with the start player and continuing clockwise, each player takes a turn. On your turn, you perform the following four steps in order.

### 1. MOVE

Move your meeple to a different city up to three spaces away, following the red lines. You may not end in Berlin or the city with the Enemy Agent Pawn pawn. You may use the shortcuts to move from Berlin to Ankara or from Cairo to Venice, but not the other way.

After you move, put a black cube from the supply into your city. If none are left, ignore this.

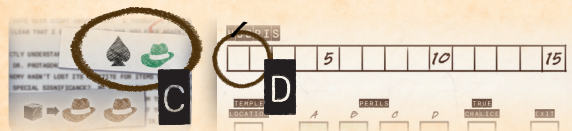
### 2. ENCOUNTER

#### CLUE POINTS

Take the top Encounter card for the city shape you are in and flip it over. Note its challenge category (A). Each blue symbol in your tableau (B) matching that challenge category gives you one **clue point**, used in the next turn step.



In addition, note the symbols in the **white box** on the back of the top card in the deck, which you have just uncovered. Each adds one clue point. You may also receive a clue point for each (C), but you must take one hubris (D). Take one hubris regardless of how many are on the card.



**NOTE: DO NOT COUNT** SYMBOLS IN THE GREY BOX, UNLESS YOU ARE PAYING A COUPE FROM YOUR OWN SUPPLY (SEE VIEW TEMPLE SECRETS).

#### TAKING HUBRIS

WHEN YOU TAKE HUBRIS, FILL IN THE LEFTMOST EMPTY BOX ON THE HUBRIS TRACK OF YOUR NOTEPAD. YOU CAN NEVER LOSE THE HUBRIS YOU HAVE TAKEN!



## AGENT MOVES

Next, move the Enemy Agent Pawn pawn one space closer to your city for each cube in your city and each spade symbol on the back of the Encounter card you flipped over in the previous step. The agent does not use the shortcuts.



If the agent reaches your city, you must lose one clue point, unless you discard a character card (either from your hand or your tableau).

**NOTE: THE BACK SIDE OF EACH CARD SHOWS THE TWO CHALLENGE CATEGORIES THAT MAY SHOW UP ON AN ENCOUNTER CARD (IT IS THE SAME FOR ALL CARDS IN THAT TYPE OF CITY). THE UPPER SYMBOL IS PRESENT ON 8 OF THE CARDS, AND THE LOWER SYMBOL IS PRESENT ON THE OTHER 4.**

### 3. VIEW TEMPLE SECRETS

Now you will spend clue points you received in the previous step to look at Temple Secrets cards that have the symbol(s) of the city you are in. The cost to examine a temple secrets card is the number of cubes above that card on the board. Look at the card, make a note of its information on your notepad, and then return the card face-down after viewing it.

IN THIS EXAMPLE, LIESL MUST SPEND TWO CLUE POINTS TO VIEW THE "D" PERIL CARD, BECAUSE IT HAS TWO COUPES ABOVE IT. SHE NOTES ON HER NOTEPAD THAT THIS PERIL IS A "PUZZLE" PERIL.



You may continue looking at cards until you are out of clue points. If you don't use all of your clue points, they are lost; you don't carry them over between turns.

Once per turn, you may claim a cube from above any one temple secrets card you viewed. But, you may only take a cube if this will not result in the card having as many empty boxes as the player count. (e.g. in a 3p game, at most two players may claim a cube from a given temple secrets card) If you do not view any Temple Secrets cards—either because you don't have enough clue points or you simply elect not to—you may claim one cube from your current city.

**STRATEGY HINT: ACQUIRING COUPES IS IMPORTANT TO PASS THE FINAL HUBRIS CHALLENGE, BUT TAKING A COUPE REDUCES THE BARRIER FOR OTHER PLAYERS TO EXAMINE THAT CARD!**

During the encounter step, you may discard a cube you previously acquired to also count the icons in the grey box on the encounter card as clue points. You must announce your intent to do this **before** flipping the encounter card.



#### 4. CHARACTER CARD STEP

Do one of the following:

- Add a character card from your hand to the right end of your tableau, "basic" side up
- Flip the leftmost card in your tableau currently on its "basic" side to its "iconic" side

You may not have more than 5 cards in your tableau. You may discard a card from your tableau at any time, returning it to the game box.



#### 5. ROUND END

After everyone has taken one turn, the round has ended. The start player advances the cube to the next space on the story track. When it reaches the blue "temple city" space (after the 5th round), begin the Temple Phase immediately.

**NOTE:** THE SAME PLAYER REMAINS THE START PLAYER FOR THE ENTIRE MAP PHASE.

#### STOP HERE!

If you are learning the game for the first time, we recommend you stop the rules explanation here and begin playing the Map Phase. Once you have reached the end of the Map Phase, proceed to learning the rules of the Temple Phase.

#### TEMPLE PHASE

The temple phase consists of moving the cube along the story track and resolving each space that it lands on. You will use your notepad to write down a response for each space on the track. To prepare for the temple phase, shuffle all of the Encounter cards together into a single pile.

#### TEMPLE CITY

Each player: write on the "temple location" space on your Player Notepad the letter of the city that you think contains the temple: Budapest (A), Bucharest (B), Ankara (C) or Iskenderun (D). Cover what you have written with your hand until everyone is ready, then all reveal at the same time.

Flip the two blue Temple Secrets cards in the "location" area; they will uniquely determine one of these four cities by city shape and region.

- If you wrote the correct city, place your meeple on the "correct city" space on the temple track.
- If you wrote the wrong city but chose the other city from the correct region, place your meeple on the "correct region" space.
- Otherwise place your meeple in the "wrong region" space.

Place the Enemy Agent Pawn on the ♠ space.



#### TEMPLE PERILS

Resolve each peril in this way: Write down a number in the box on your notepad corresponding to the current peril; this is your **bid**. Everyone: reveal at the same time.

Reveal the temple secrets card for the current peril and note its red symbol. Count the number of red symbols in your character card tableau that match this symbol, and subtract this amount from your bid. Take hubris on your notepad equal to the difference. But, take one less hubris if you are behind the Enemy Agent Pawn on the temple track. If your hubris exceeds 15, you are eliminated from the game!

Next, determine the Enemy Agent Pawn's bid by drawing four Encounter cards, **the first of which is the top card on the deck**. Count the total number of spade symbols on all four cards; this is the agent's bid.

**NOTE:** THE MOST COMMON BID FOR THE ENEMY AGENT PAWN WILL BE 4.

Move your meeple on the temple track by one space for each player whose bid is **lower** than yours, plus one if the Enemy Agent Pawn's bid is lower than yours. Do this for the Enemy Agent Pawn as well.

If a player (and not the Enemy Agent Pawn) is furthest along on the track, place a cube from the supply on that player's space on the temple track. If, in a future peril, the Enemy Agent Pawn reaches that space, it skips over that space without counting it toward its total movement.



IN THIS EXAMPLE, FOR THE 2ND PERIL (D), LIESL (YELLOW) BID 4 (D) AND HAS 3 ♠ SYMBOLS (D), AND THUS TAKES 1 HUBRIS (E).

MURIEL (PURPLE) BID 2 (F) AND HAS TWO ♠ SYMBOLS (A), AND TAKES NO HUBRIS.

FOUR ENCOUNTER CARDS ARE REVEALED FOR THE ENEMY AGENT PAWN; THEY HAVE 3 ♠ SYMBOLS (H) MAKING A BID OF 3.

SO LIESL MOVES 2 BECAUSE BOTH MURIEL AND THE ENEMY AGENT PAWN DID LOWER THAN HER.

THE ENEMY AGENT PAWN MOVES 1 BECAUSE ONLY 1 DID (MURIEL) WAS LOWER THAN THEIRS.

FINALLY, LIESL PLACES A CUBE ON HER SPACE, BEING THE FURTHER PLAYER ALONG THE TRACK, AND IN FRONT OF THE ENEMY AGENT.



## TRUE CHALICE

Write on your notepad which you think is the true chalice (A, B, C, or D). All players reveal simultaneously.

Reveal the three chalice Temple Secrets cards by the board; these are NOT the true chalice. The true chalice is the one **not** represented on one of these cards.

- If you wrote the correct chalice, move forward 3 spaces on the temple track.
- If you wrote a chalice adjacent to the true chalice, move forward 1 space and take 1 hubris. (e.g. B and D are adjacent to A)
- If you chose the chalice that is not adjacent to the true chalice, take 2 hubris. (A&C are not adjacent, B&D are not adjacent).



## TEMPLE EXIT

The temple exit is a peril that is resolved in the usual way, **except that** when the peril is revealed, it indicates one of the four previous perils, labeled A, B, C, or D. When paying for your bid, consider the number of symbols you have in your tableau that match **that** peril.

## FINAL HUBRIS CHALLENGE

The game ends when the cube reaches the last space on the story track. To prepare for the hubris challenge, shuffle together all of the Encounter cards.

Your final score is given by the number on your space on the temple track. If the Enemy Agent Pawn has a higher score than you, the enemy has defeated you; you are eliminated from the game!

The remaining players face the hubris challenge in reverse score order, lowest to highest. If two players are tied in score, whoever has the most hubris faces the challenge first; if they are tied in hubris, whoever has fewer cubes faces the challenge first.

When you face the challenge, flip the next encounter card and look at the symbols on the top card in the deck. Each ♣ or ♠ symbol in the white box cancels one hubris on your notepad (ignore spade symbols); make a slash mark through the rightmost filled box.

Once per card, discard a cube from your own supply (if you have one) and cancel one hubris on your notepad for each ♣ in the grey box.



Do this four times. If, after revealing four cards, you have canceled all of your hubris, you have survived. If you still have hubris remaining, your face has melted off and you are eliminated from the game!

**NOTE:** STATISTICALLY, YOUR FOUR CARD FLIPS SHOULD PURGE ABOUT 6 HUBRIS. IF YOU WERE TO PAY FOUR CUBES, THIS SHOULD PURGE ABOUT 5 ADDITIONAL HUBRIS.

## WINNER

Your score is the number on your space on the temple track. Of the players who were not eliminated by the Enemy Agent Pawn or by hubris, the player with the highest score is the winner; your character has been chosen as the film's protagonist! If two or more players are tied, they share victory.

**SUGGESTION:** USE THE "PIVOTAL SCENE" AREA OF YOUR PLAYER NOTEPAD TO WRITE DOWN A MEMORABLE MOMENT FROM THE GAME, TO HELP COMMEMORATE THIS SESSION FOR POSTERITY!

## CREDITS

**Published by:** Belltower Games

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## REFERENCE




### MAP PHASE TURN SEQUENCE:

1. Move up to three spaces, place 
2. Flip encounter card, count clue points, move 
3. View Temple Secrets cards (optional: take a )
4. Add a character card or flip leftmost card to its iconic side

### TEMPLE PERIL SEQUENCE:

1. Write bid on notepad; reveal
2. Reveal peril card, take hubris
3. Draw 4 Encounter cards, count  symbols for Enemy Agent Pawn's bid
4. Move 1 space for each player/ with a lower bid than you (furthest player: place a cube on your space from the supply). Do this for the enemy agent as well

### FINAL HUBRIS CHALLENGE

Reveal four cards, purge one hubris for each  or . Discard a cube from your own supply to count  in the grey box.

### SYMBOLS

#### Challenge Categories:



Luck



Wits



Escape

#### Temple Perils:



Heat



Climb



Fear






Puzzle



React

#### Encounter Symbols:

SYMBOL	MAP PHASE	TEMPLE PERILS	HUBRIS CHALLENGE
	1 clue point		Purge 1 hubris
	1 clue point, +1 hubris (for all)		Purge 1 hubris
	Move Enemy Agent Pawn 1 space	+1 to Enemy Agent bid	