

The Lost Expedition (cooperative rules)

The aim is to reach the lost city of Z. The players lose if all the explorers die or the deck runs out twice.

Setup

- Decide which mode to play in: easy, normal or hard.
- Lay out the nine numbered expedition cards, number side down.
 - In *easy* mode use seven cards (numbered 3-9).
- Place a pawn on the starting card at the opposite end to the lost city .
- Create a supply of health, food and ammunition tokens   .
- Select three explorers with different expertise: jungle, navigation and camping   .
- Place four health tokens on each explorer    .
- In *hard* mode place three health tokens.
- Take four food and three ammunition tokens       .
- In *hard* mode take five food.
- In a **five player** game, remove one food.
- Place the morning/evening token “morning” side up .
- One player takes the leader token .
- Shuffle the adventure deck.

Each Round

- Each round, deal four adventure cards to each player.
 - In a **two player** game, deal six cards to each player.
 - Players may not talk about their cards.
- If the deck becomes empty:
 - The first time, shuffle the discards to create a new deck. Players spend one food  or lose one health .
 - The second time, the players lose the game.
- **Morning phase**
 - Starting with the team leader and going clockwise, players play one card at a time face up.
 - Continue until everyone has played two cards.
 - In a **two player** game, play three cards each.
 - Arrange the cards in ascending numerical order.
 - Resolve the cards from left to right.
 - Resolved cards are discarded (except for cards that give expertise   .
 - Players spend one food  or lose one health .
 - Flip the morning/evening token  to “evening”.
- **Evening phase**
 - The evening phase is like the morning, but cards are resolved in the order they are played.
 - Players spend one food  or lose one health .
 - Flip the morning/evening token  to “morning”.
- The leader token is passed to the left .

Adventure Cards

- Adventure cards have:
 - A number and title at the bottom.
 - Captions at the top, which the players respond to in order.
 - There are three kinds of caption.
 -  *Events* (yellow) are mandatory. All events must be triggered.
 -  *Choices* (pink with jagged edges) are mandatory. Players choose one to trigger.
 -  *Options* (blue) are optional. Any number of options may be triggered.
 - Resources can be gained    or spent   .
 - Resources are taken from or returned to the supply.
 - When gaining health , the maximum is four  per explorer.
 - If food must be spent  and there is none left, lose one health instead .
- Expertise can be gained    or spent   .
- When gaining expertise, take the card and place it by the explorers.
- When spending expertise, either:
 - Discard a card with the matching symbol, or
 - Lose one health  from an explorer with the symbol, or
 - Lose two health   from an explorer without the symbol (both must be taken from the same explorer).
- A card showing multiple expertise symbols can be used as any of them (but only once).
- Some symbols affect the progress of the expedition.
 - *Advance*  moves the pawn to the next card. If this is the Lost City, the players win.
 - *Death*  removes one explorer from the game.
 - Both of these happen immediately, before any further symbols are triggered.
- The rest of the symbols affect the adventure cards being resolved.
 - *Skip*  causes the next card to be discarded.
 - *Swap*  optionally allows any two cards to be swapped.
 - *Remove*  causes the last card to be discarded (unless it is this one).
 - *Add*  causes a new card to be drawn and added to the end.
- Explorers dying:
 - If an explorer ever loses all of their health , their card is removed from the game.
 - If no explorers remain, the players lose the game.

Game End

- The players win if the pawn reaches the last card, the Lost City of Z.
- The players lose if all three explorers die or if the adventure deck becomes empty a second time.